

# DC Toolset



## User guide For DP series

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# 1. INSTALLATION

## Overview

- General requirements
- Free download of DC Toolset
- DC Toolset installation
- Starting up
- Uninstall DC Toolset
- About this manual

## 1.1 General requirements

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### Before you begin

It assumes you are familiar with the Windows operating system at your site.

### System requirements for Microsoft Windows

Minimum hardware specifications :

- PC Pentium III or equivalent, 1 GHz
- 512 MB RAM
- Free hard disk space: 80 MB
- XGA resolution (1024 x 768)
- Serial communication port and/or Ethernet connection

Software

- Windows 2000, Windows XP Home or Windows XP Professional (recommended)

Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 MB video memory
- Serial communication port
- Ethernet connection

### System requirements for Linux

Software

- Any Linux distribution that supports Sun's Java Runtime Environment v1.5.0 (RedHat 9.0, SuSe 8.2, Debian/Ubuntu, Mandriva, ...)  
Check out the documentation of your favorite distribution to find out if Java 1.5 is supported.

Minimum hardware specifications

- PC Pentium III or equivalent, 1 GHz
- 512 Mb RAM
- Free hard disk space: 100 MB
- XGA resolution (1024 x 768)
- Ethernet connection (serial connection is not supported)

## 1. Installation

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Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 Mb video memory
- Serial communication port
- Ethernet connection

### Mac OS X

Software

- Apple's Java SE 5.0 Release 3 or better
- Mac OS X v10.4.2 or better

Minimum system requirements :

- PowerPC G3
- 256 MB RAM
- 10 MB disk space
- Display with XGA resolution (1024x768)
- Network connection

Recommended system requirements

- PowerPC G5 or Intel Core 2 Duo
- Display with SXGA resolution (1280x1024)
- 512 MB RAM
- 50 MB hard disk free space
- Network connection

## 1.2 Free download of DC Toolset

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### Overview

The program and all necessary plug-ins can be downloaded for free from Barco's Partnerzone, (URL: <https://my.barco.com>). Registration is necessary.

If you are not yet registered, click on *Sign up My.barco* and follow the instructions. With the created login and password, it is possible to enter the partnerzone where you can download the DC Toolset software and the device plug-in updates.

When downloading the complete DC Toolset, this software contains already the latest device plug-ins.

It is not necessary to install any other software. A Java virtual machine is included with this download.

## 1.3 DC Toolset installation

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**The installation file contains the DC Toolset framework and the available plug-ins.**

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### To install on Microsoft Windows

The process of installing your software involves the following steps:

1. Browse to the directory where the install program is downloaded.

2. Double click on *DCtoolset\_Installer.exe* .

The installation starts. Depending on the local Internet Explorer settings, it is possible that a warning is displayed. Just click Run to start the installation.

3. Follow the instructions given in the different install windows.
4. Complete installation is automatic.

**Note:** A restart of the computer is necessary before the software can be used.

Barco → DC Toolset → DC Toolset item is added to the program list (unless otherwise selected during the installation).



**Only DC Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.**

---

### To install on MAC OS X

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer zip file is stored.
2. Double click on the zip file to unzip.
3. Double-click on the *DCToolset\_Installer* file.

The installation starts.

4. Follow the instructions given in the different install windows.
5. The complete installation is done automatically.



**Only DC Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.**

---

### To install on Linux

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer file (*DCToolset\_installer.bin*) has been stored.
2. Check if the file is executable. This is done by right clicking on the file and selecting 'Properties' from the popup menu.
3. Select tab **Permissions** and check if *Is executable* is enabled. (image 1-1)
4. Double click on the *DCtoolset\_installer.bin* to start the installation.
5. Follow the instructions given in the different install windows.
6. The complete installation is done automatically.

## 1. Installation

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Image 1-1  
File properties



**Only DC Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.**

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## 1.4 Starting up

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### Launching DC Toolset on Microsoft Windows

To start up the DC Toolset software:

1. Click on **Start** → *Programs* and select *Barco* → *DC Toolset* → *DC Toolset*.  
Or,  
if a desk top icon is available, double click that desk top icon.

The software starts up. This start up procedure can take a while. First splash screen opens. (image 1-2)

The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 1-3)

2. Unselect the plug-ins which you do not want to install.  
Or,  
click on **Unselect all** and then select the plug-ins you want to install.

**Select all** will check all plug-ins at once.

3. Click **OK** to install the selected plug-ins.

When all plug-ins are installed, a restart message is displayed. (image 1-4)

4. Click **Yes** to shutdown the application and to restart automatically.  
Click **No** to continue working with the old plug-ins.





Image 1-2  
Start up splash screen

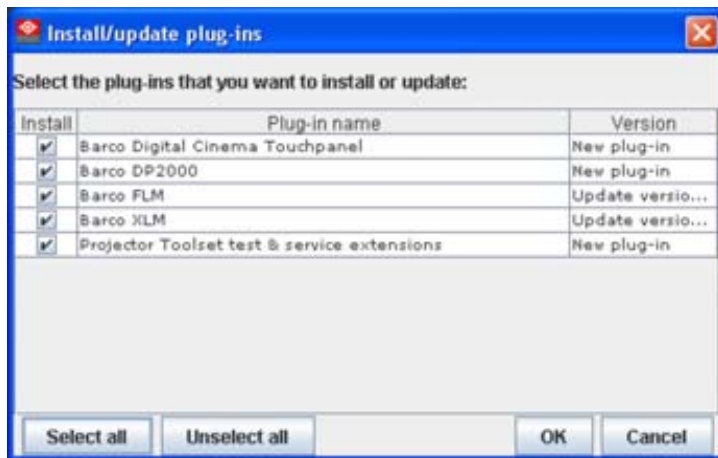


Image 1-3  
Overview downloaded plug-ins

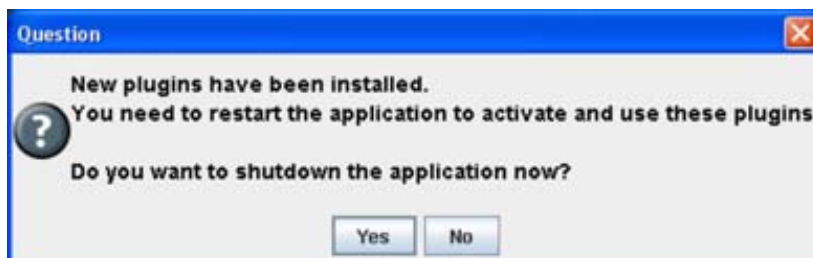


Image 1-4  
Plug-ins installed

## 1.5 Uninstall DC Toolset

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### How to uninstall on a Microsoft Windows platform

To uninstall the program, normal Windows functionality can be used to remove a software.

Click on Windows **Start**, select *Settings* and open *Add/Remove software*.

Select the version of DC Toolset which must be removed and click on **Remove**.

The complete program will be removed from the hard disk.

### How to uninstall on a Linux platform

Remove the DC Toolset folder from the home folder.

### How to uninstall on a Mac OS X platform

Remove the DC Toolset folder from the application folder in the home folder.






## 1.6 About this manual

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### Overview

This Reference manual provides detailed information about the configuration and setup software DC Toolset. This manual is designed to be a reference tool in your everyday work with DC Toolset.

The following icons are used in the manual :

|   |  |
|---|--|
|  | Caution  |
|  | Warning  |
|  | Info, term definition. General info about the term.        |
|  | Note, gives extra information about the described subject. |
|  | Tip, gives extra advice about the described subject.       |

Images given in the manual are used as illustration. The content of the image can be slightly different with the real image on the screen, e.g. version numbers, installed modules, etc. .

Typography:

- Clickable menu items or buttons are indicated in bold, e.g. **OK**
- Menu items are indicated in italic.
- A dialog window is indicated in italic, e.g. *Make a new configuration*.
- Step related notes, tips, warnings or cautions are printed in italic.
- Procedure related notes, tips, warnings or cautions are printed in bold between 2 lines preceding by the corresponding icon.

### What's next?

Now that you are familiar with the style of this guide, you are now ready to know more about its modules and what they can do.

## 2. MENUS

### Overview

- General
- Menu and button bar
- Main window
- Workspace Explorer
- About DC Toolset

### 2.1 General

#### The right mouse button

The right mouse button is used in DC Toolset for direct controls. The use of this button can be handy throughout the complete software.

#### Ergonomics

DC Toolset works on the principle of windows with adjustable sizes that can be positioned as you like.

When DC Toolset opens, it displays the main window along with the Menu and button bar. The drop-down menus include the usual functions of any software (File, etc.) and menus specific for DC Toolset.

The button bar allows switching between the different modules.

An extra *Workspace explorer* window makes configuration management more easy.

### 2.2 Menu and button bar

#### Structure

The menu contains drop down menus accessible by clicking with the mouse on an item. To select an item, just click on an item in the drop down list.

The button bar contains on the left side navigation buttons to the different modules and on the right side manage buttons to the workspace explorer and snapshot function.

To activate a module, click on a navigation button. The window will change accordingly. When activating some buttons, some extra items will be added to the menu.

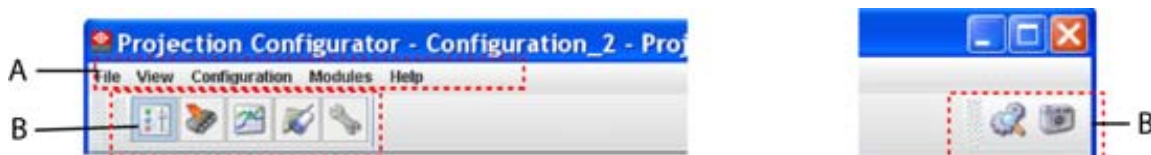


Image 2-1  
Menu and button bar

### 2.3 Main window

#### Overview

The content of the main window changes when a other navigation (module) button is activated, but the main parts are the same for all modules.

## 2. Menus

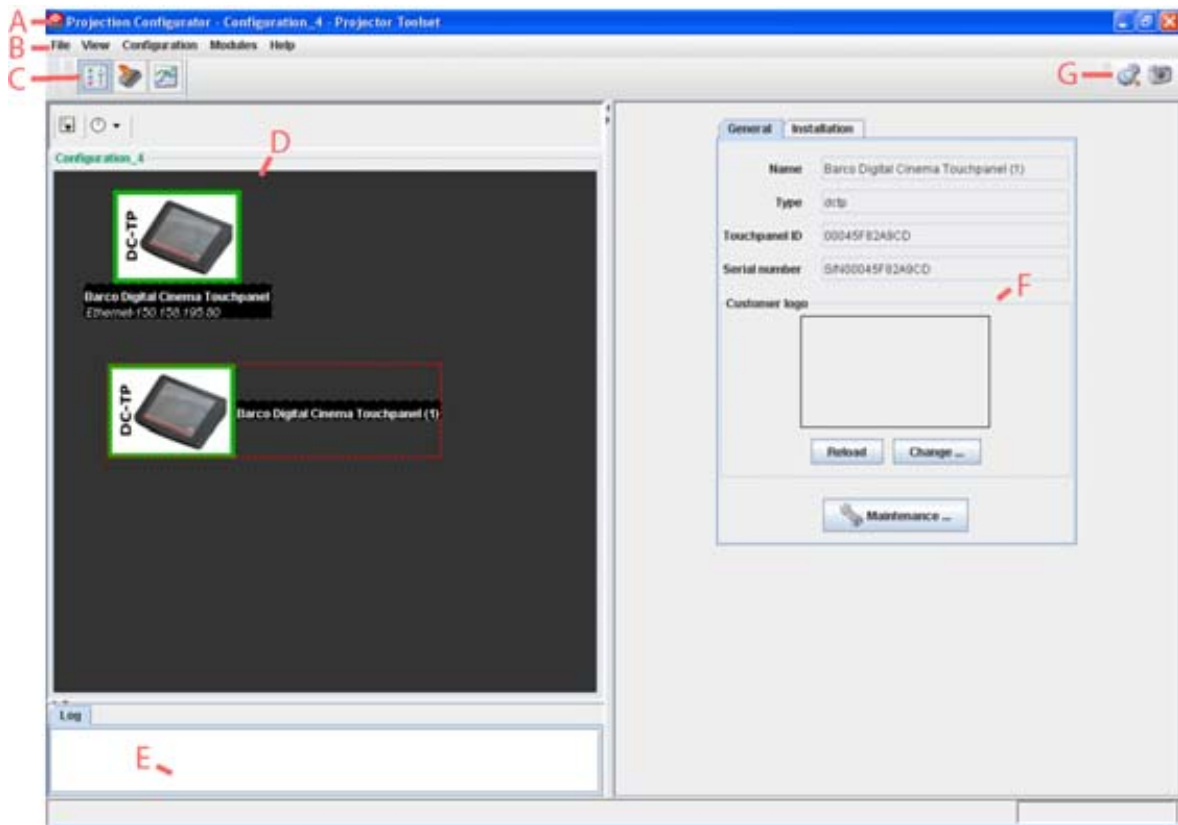


Image 2-2  
Main window indications

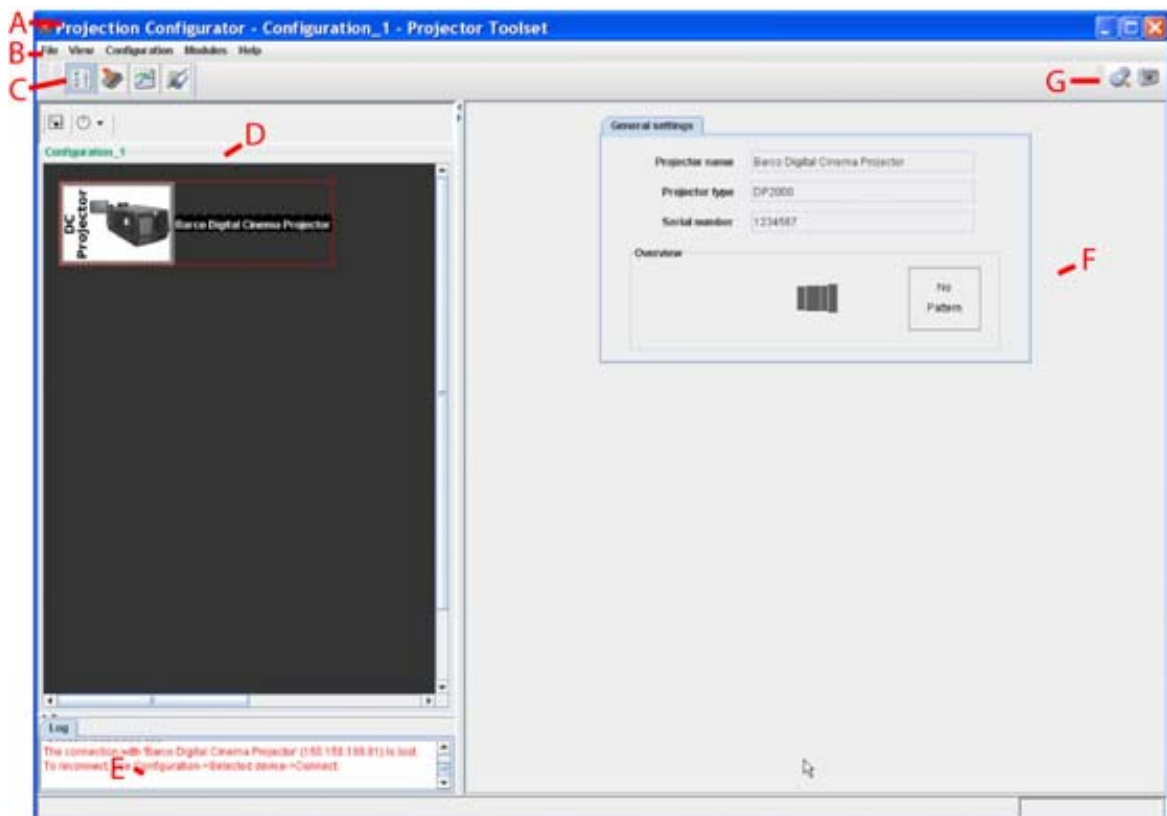


Image 2-3  
Main window indications

| Indication | Description   |
|------------|---|
| A          | Window title. Construction of active module - Configuration name                                  |
| B          | Menu  |
| C          | Module navigation buttons   |
| D          | Configuration preview pane  |
| E          | Log window. Can be hidden by the log information button on top of the configuration preview pane. |
| F          | Settings pane. Content changes with the selected module button and selected projector/device.     |
| G          | Manage buttons for configurations and snapshots   |

### Tool tip

Some items and or icons show a tool tip when moving the cursor over that item or icon. This tool tip helps to identify the buttons or items.

### Scroll bars

If there is more information available than displayed in a pane, vertical and horizontal scroll bars will be added to that specific pane. These scroll bars let you move up and down and left and right through the information in the pane. Vertical scroll bars are the bars on the right side of the pane. Horizontal scroll bars are the bars at the bottom of the pane.

To use scroll bars, place the cursor on the scroll box, click and hold down the mouse button. Move the scroll box the entire span of the scroll bar. Notice how you can move and up down in the information in the pane.

You can also click anywhere above or below (left or right) the scroll box in the empty space. Click once with the mouse and the scroll bar will make larger leaps in the information.

### Split bar

The split bar divides the different panes. The position of the split bar is adjustable.



Image 2-4  
Split bar

To adjust the position, place the cursor over the split bar separating the panes, so that the two-headed arrow cursor appears. Click on the two-headed arrow and drag it until the panes are the desired size.


## 2.4 Workspace Explorer



### Workspace explorer

Window to manage the available configurations in the current workspace.

### How to display

Click on the workspace explorer icon () on the left top corner or on the menu, click on **View** → *Workspace explorer* or

## 2. Menus

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press F11.

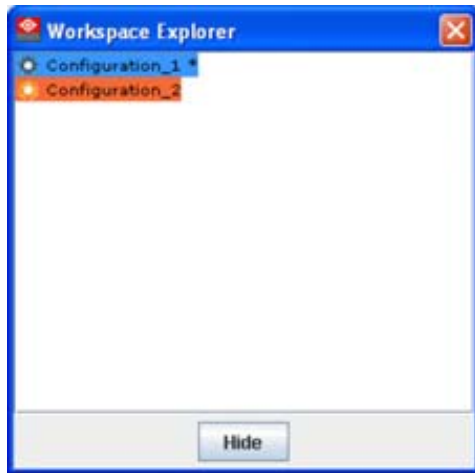


Image 2-5  
Workspace explorer

### What can be done

The workspace explorer window gives an overview of the existing Configurations.

To select a configuration, just click on it. The background of the selected configuration changes to blue. When the same item is open (active) the background remains blue.

When another configuration is selected, the background of this new configuration becomes blue and the background of the active (open) configuration changes to orange.

To activate (open) another configuration, double click on it. The background becomes blue. All other configurations will have no background.

An asterisk (\*) behind a configuration means that a configuration setting is changed since the last saved version. A save is necessary to store the changes.

## 2.5 About DC Toolset

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### Why?

The about function in the *Help* menu gives an overview of the used system parameters and the installed modules. This information can be handy when calling for help.

The images given below are just example images. These images can differ from version to version.



**The versions indicated on the illustrations are only given as info and these versions can be different with the current versions.**

---

### How to start up

1. Click **Help** on the menu and select *About* (a). (image 2-6)

The *About* start up dialog box opens (b).

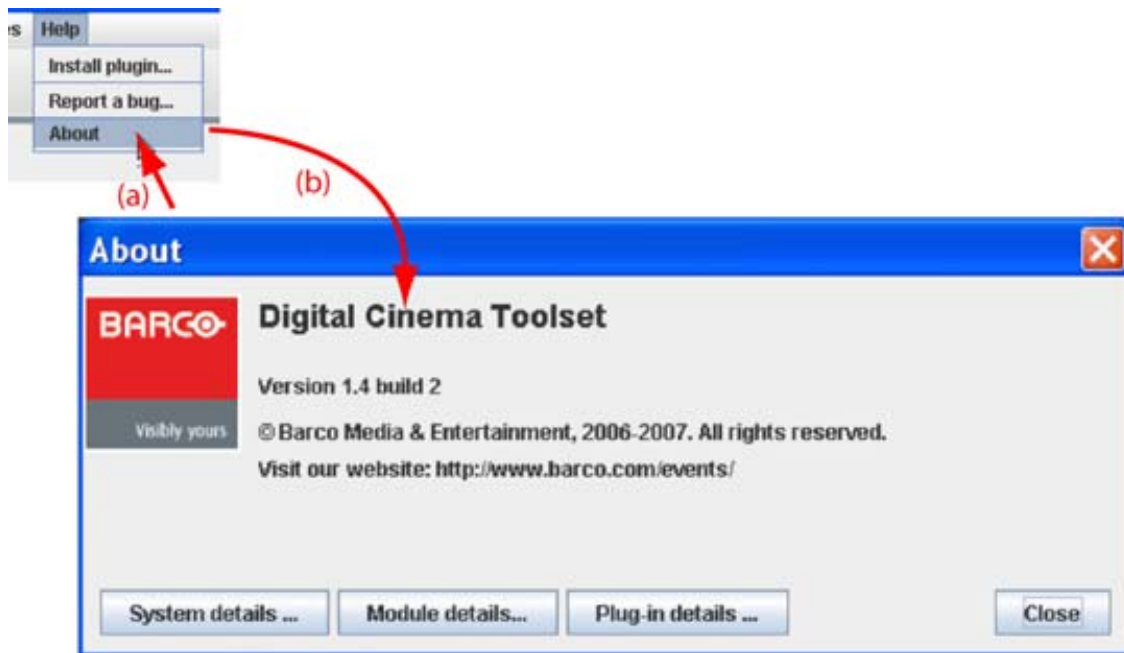


Image 2-6  
About window

### System details

Click on **System details** to see the system parameters on which DC Toolset is running.

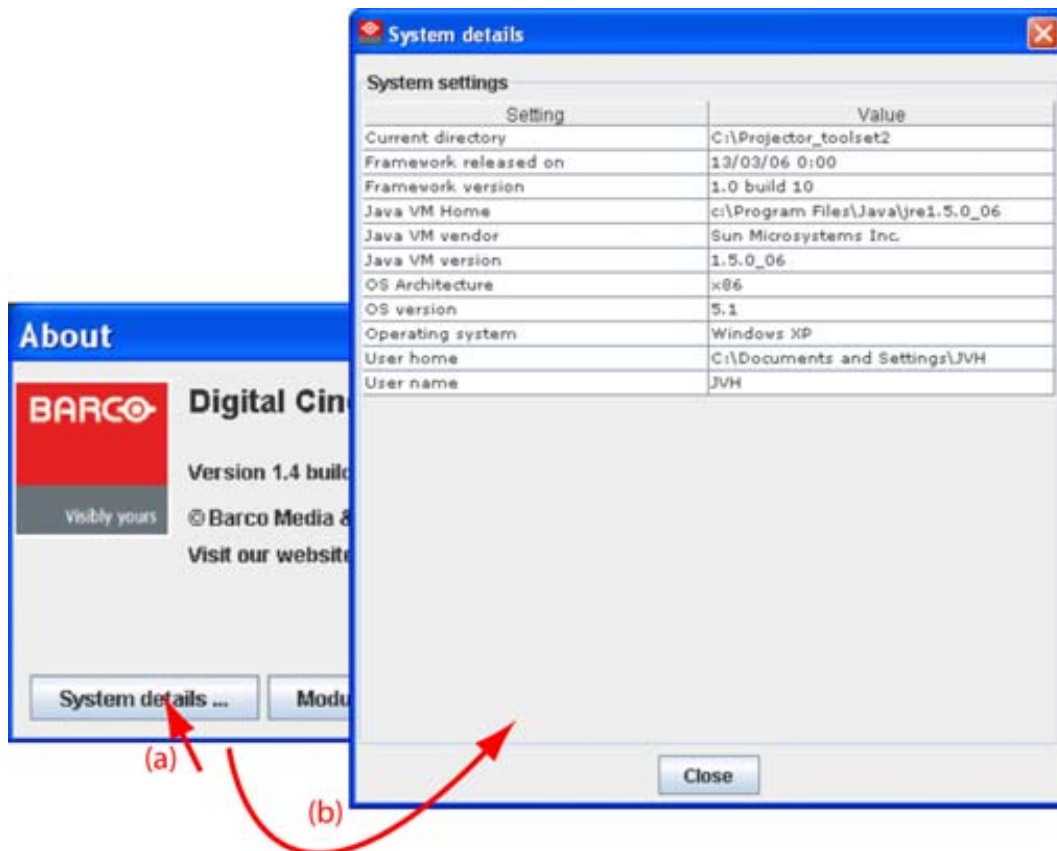


Image 2-7  
System details



## 2. Menus

### Module details

Click on **Module details** to get an overview of the installed modules.

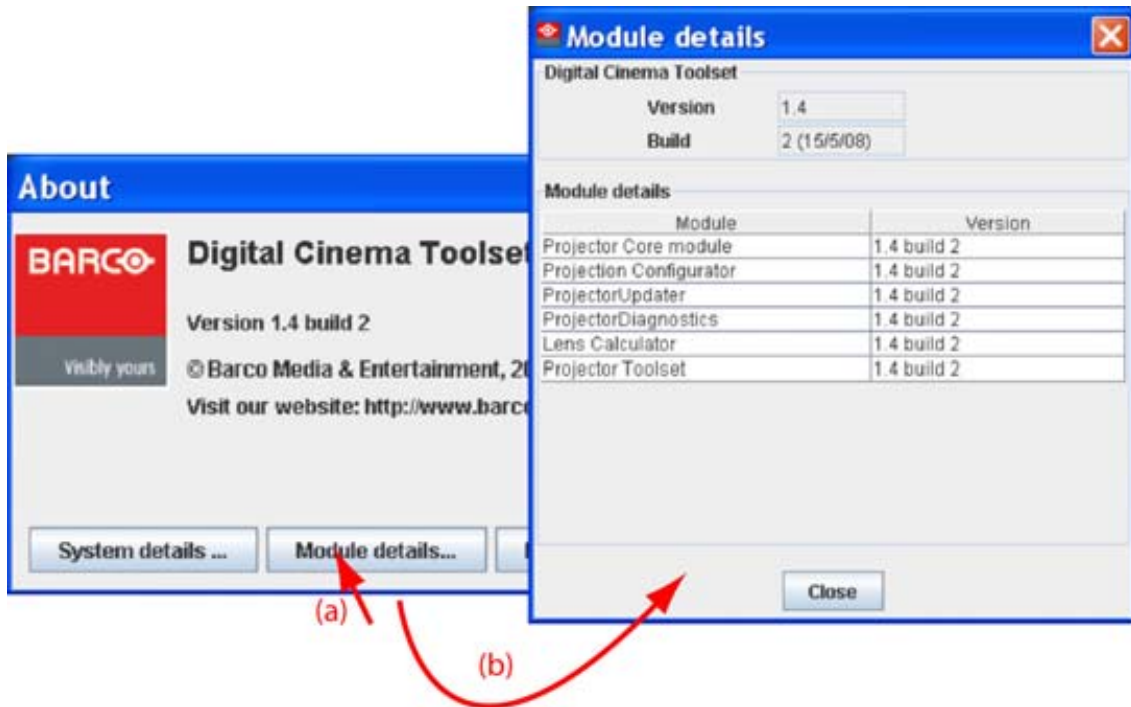


Image 2-8  
Module details

First of all the software version and the release date are indicated in Module manager.

*Module details* gives an overview of the installed modules and their version.

### Plug-in details

Plug-in details gives an overview of the installed device plug-in together with their version.

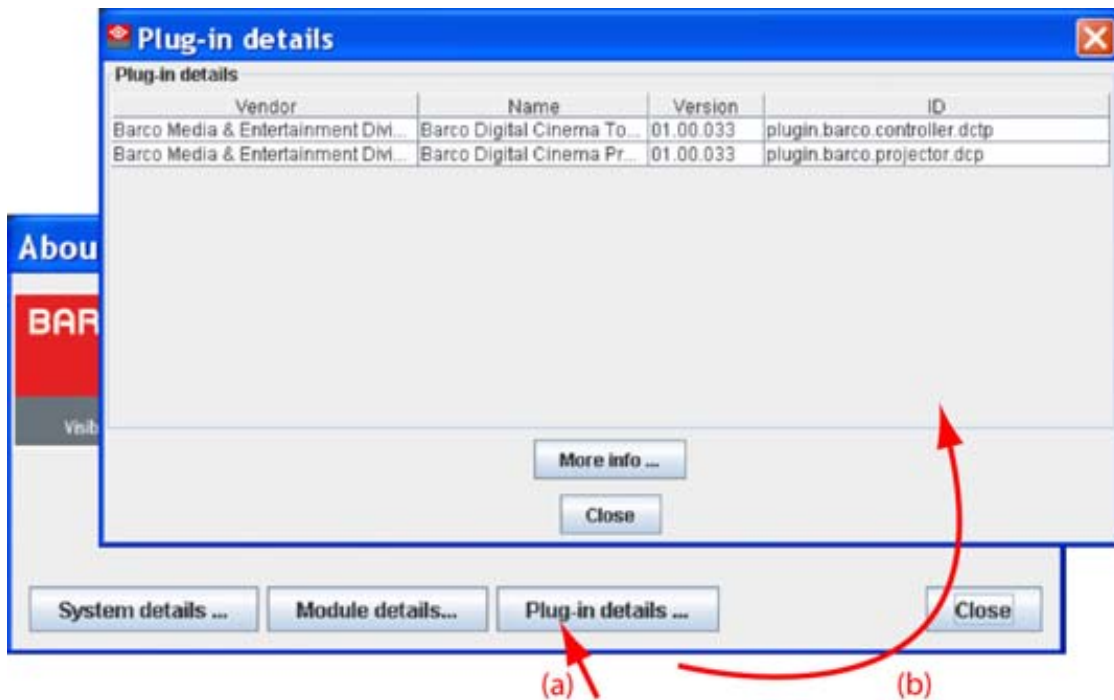


Image 2-9  
Device plug-ins details



For more info about a device plug-in, click on the desired plug-in to select and then click on **More info...** .

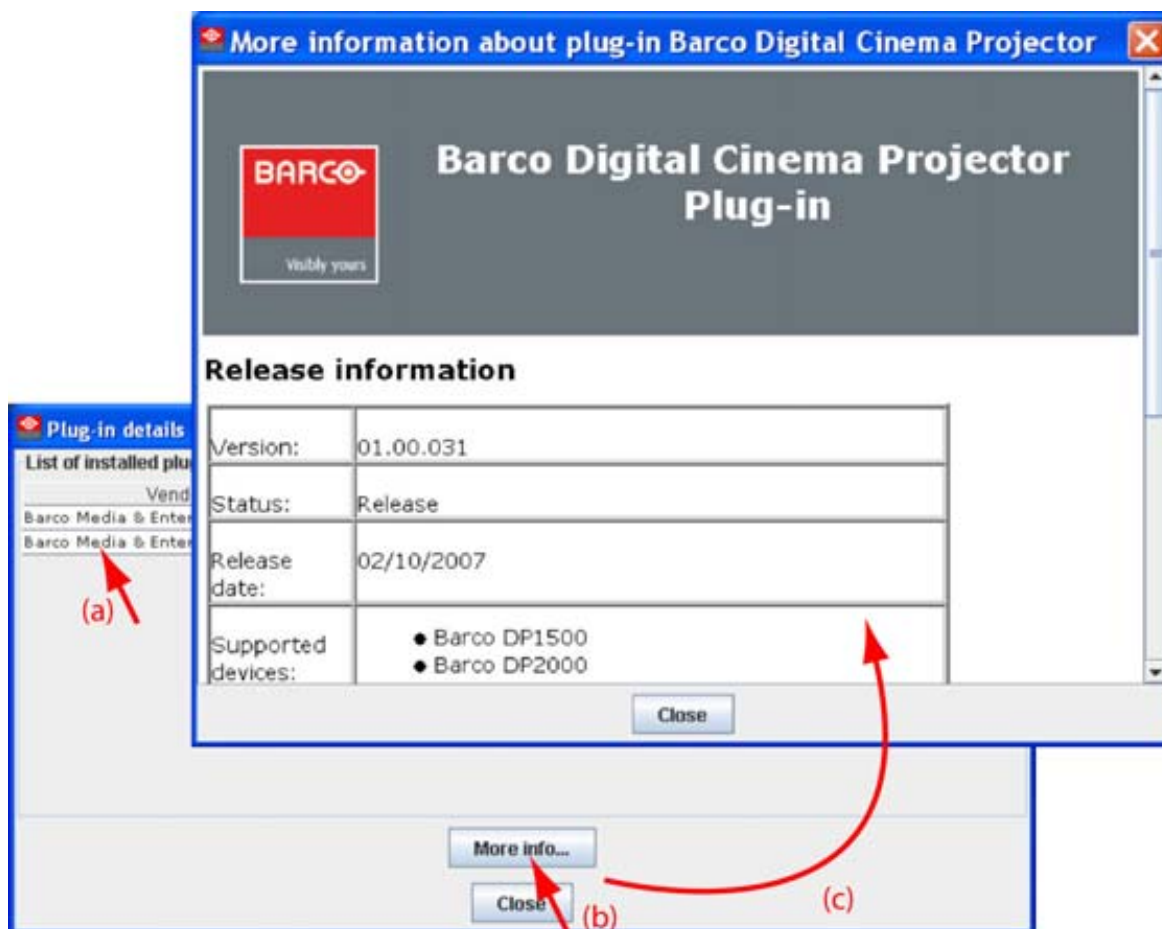


Image 2-10  
More info device plug-in

Release information, plug-in description and license agreement is given.

## 2. Menus

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# 3. PREFERENCES

## Overview

- Introduction
- Start up the preferences
- Access level
- Software Appearance
- Bug report setup
- Logging
- Workspace selection

## 3.1 Introduction

---

### Overview

Preferences determine the default behavior of the software. Some preferences can be generally set for the complete software, some others are only for the different plug-in modules.

## 3.2 Start up the preferences

---

### How to start up ?

1. Click on *File* on the menu bar. (image 3-1)  
The file menu opens.
2. Select *Preferences...* .  
The *Preference* dialog box opens. (image 3-2)
3. Use the **Show all** button to display all the preference items. This **Show all** buttons is available in all following sub preference windows.
4. Use **Apply** button to apply a preference change in one of the other module.  
Use **Cancel** to ignore the preference changes.  
Use **OK** to apply the preference changes and to close the window at the same time.

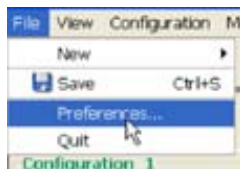


Image 3-1  
Select Preferences

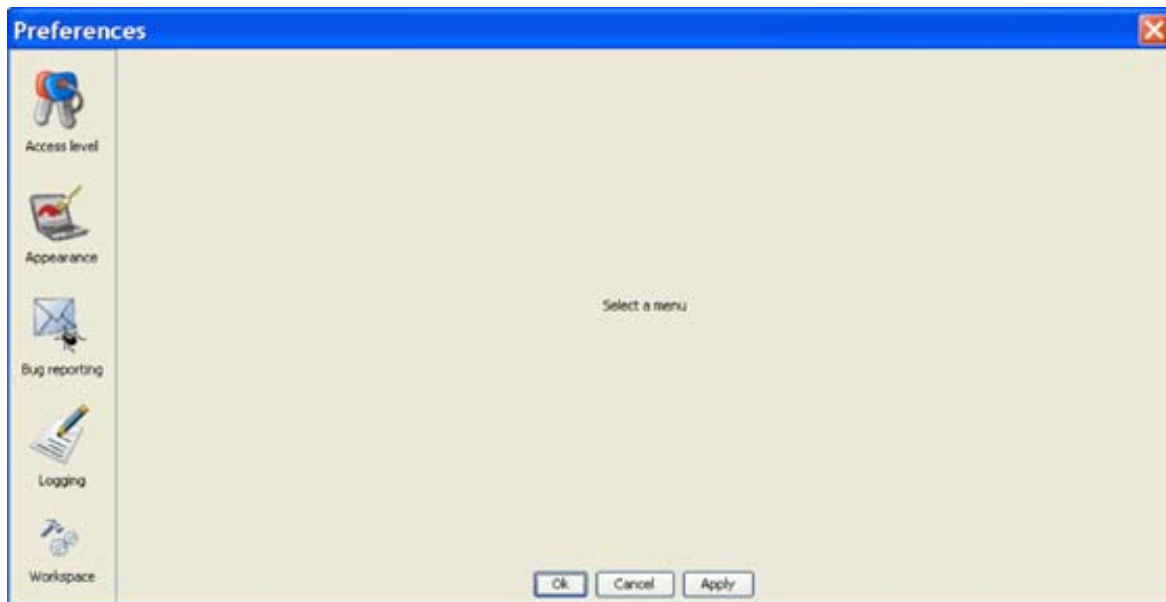


Image 3-2  
Preference window

## 3.3 Access level

---

### What can be done ?

Some actions and functions of the DC Toolset are restricted to certain access levels. In this panel you can check the access level and read information from a dongle, if you have one.

A dongle is not required to use the normal functions in DC Toolset.

When using DC Toolset without dongle, or as operator, the maintenance function in the Service module has the same content as the maintenance button in the Configurator module, General tab.

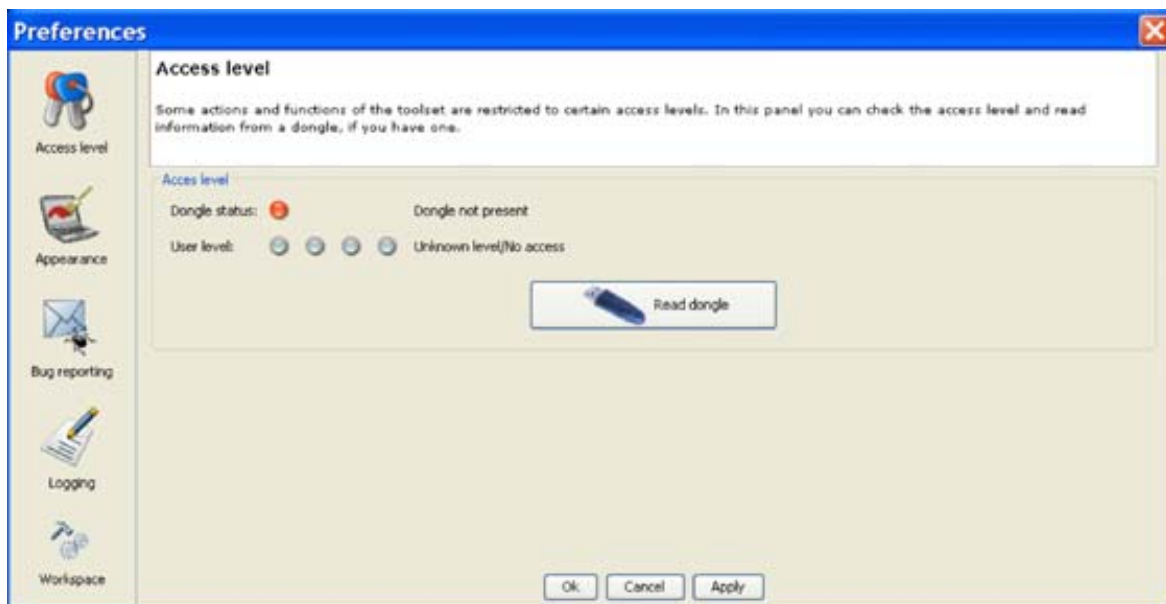


Image 3-3  
Access levels

To read out the dongle settings, click on **Read dongle**. The current level of the inserted dongle is indicated next to *User level*.

4 different levels are defined:

- operator level
- service technician level
- theatre technician level
- Barco technician level

Each level can access specific functions in the service module. Only the operator level functions are described in this manual.

## 3.4 Software Appearance

### What can be changed ?

The following items can be changed:

- Language of the software.
- Look and feel of the software.

### Language selection

1. Click on **Appearance** (image 3-2).

The appearance window opens.

2. Click on the combo box next to *Appearance of the application*. (image 3-4)

The possible languages will be displayed.

3. Select the desired language.

4. Click on **Apply** to confirm the selection.

An info window will be displayed to announce that the language change will take place after restarting the software.

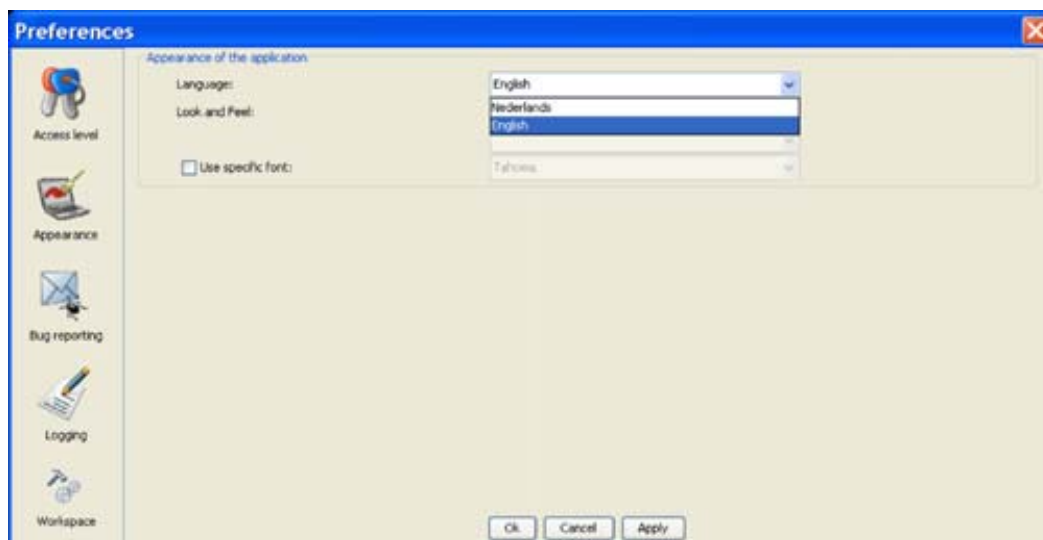


Image 3-4  
Language selection

### Look and feel of the software

1. Click on **Appearance** (image 3-2).

The appearance window opens.

2. Click on the combo box next to *Look and Feel*. (image 3-5)

### 3. Preferences

---

The possible look and feels will be displayed.  
The following are possible:

- Windows
- Java
- Nimrod
- Tiny LAF

Nimrod and Tiny LAF are collections of look and feels. If one of both are selected, the second line becomes available to select a typical look and file out of the collection. (image 3-6)

An info window will be displayed to announce that the look and feel change will take place after restarting the software.

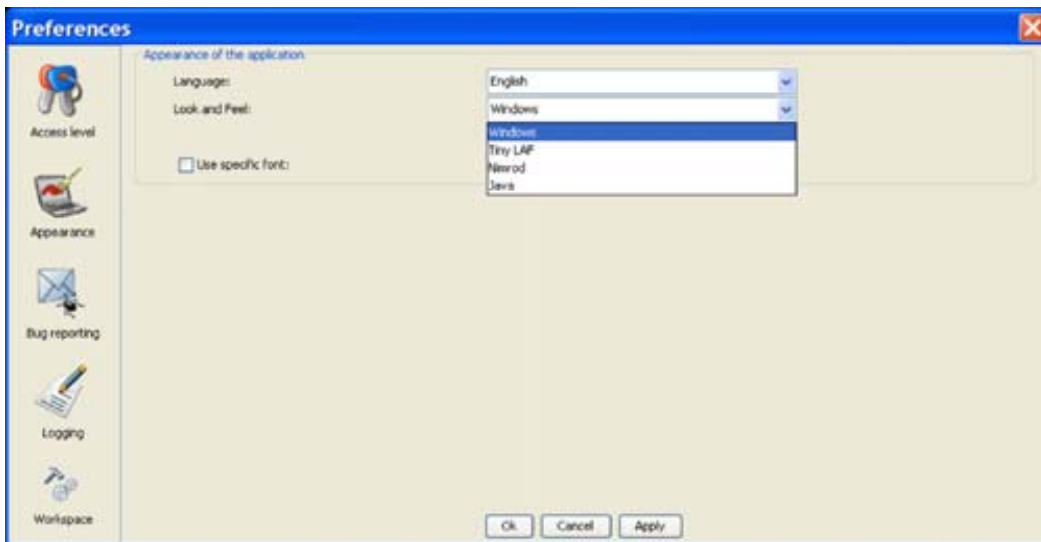


Image 3-5  
Look and feel software

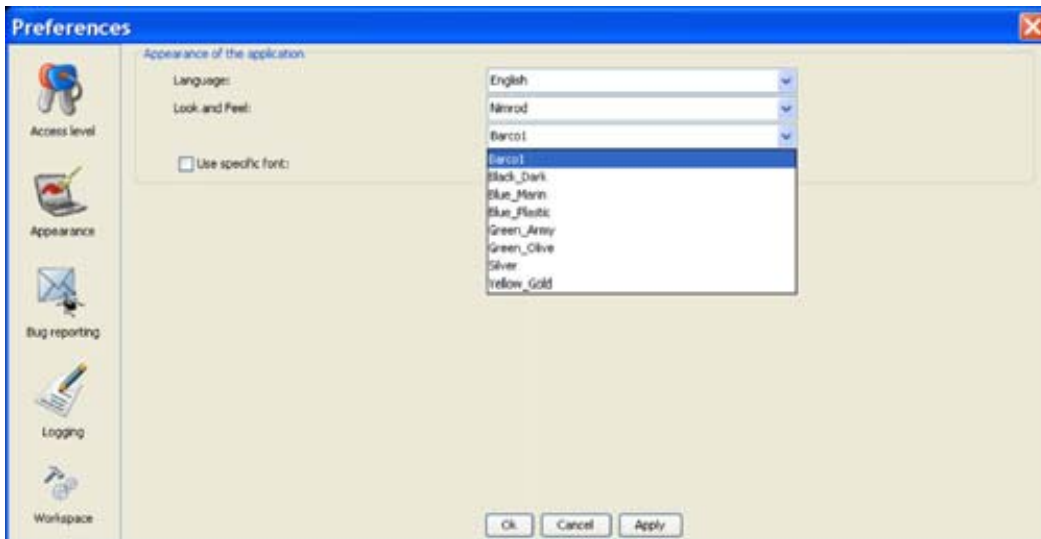


Image 3-6  
Look and feel software for collection



**Screen shots in this manual are made for a Java look and feel.**

---

### Use of specific font

1. Click on **Appearance** (image 3-2).  
The appearance window opens.
2. Check the check box in front of Use specific font. (image 3-7)  
The drop down menu becomes available.
3. Click on the drop down box and select the desired font.
4. Click on **Apply** to confirm the selection.

An info window will be displayed to announce that the look and feel change will take place after restarting the software.

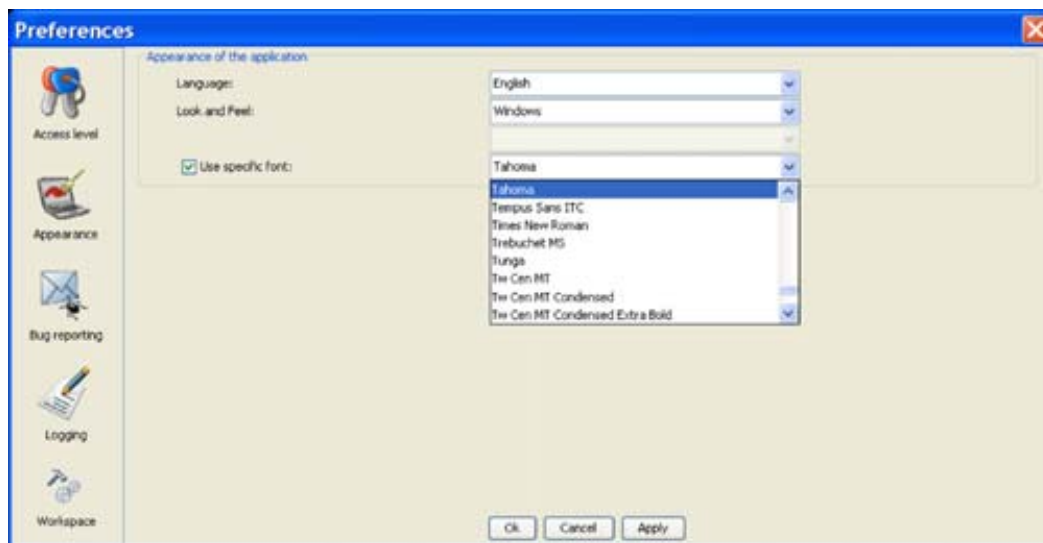


Image 3-7  
Use of specific font

## 3.5 Bug report setup



### SMTP

SMTP (Simple Mail Transfer Protocol) is a TCP/IP protocol used in sending E-mail.

### Setup bug report

1. Click on **Bug reporting**. (image 3-8)  
The bug report setup window appears. (image 3-9)  
Bug reporting is by default enabled.
2. Fill out the Personal data.

### 3. Preferences

---

This personal data will be incorporated in the bug report so that Barco can contact you. Personal data contains the following information :

- First name
- Last name
- Organization
- E-mail address
- Telephone number
- Mobile number

3. Click on **Edit mail settings**.

The mail settings window opens. (image 3-10)

4. Fill out *Your mail account settings*.

The following settings should be entered :

- Your E-mail address
- Organization
- Barco's E-mail address, automatically filled out when installing the software.

5. If you want to receive a copy of the bug report E-mail to Barco, check this check box.

6. Fill out the address of the SMTP mail server.

**Tip:** *Contact your system administrator in your organization to obtain the correct address.*

7. Fill out the port of the mail server. Your system administrator can help you. The port is default set on 25.

8. Click **OK**.



Image 3-8  
Bug report selection



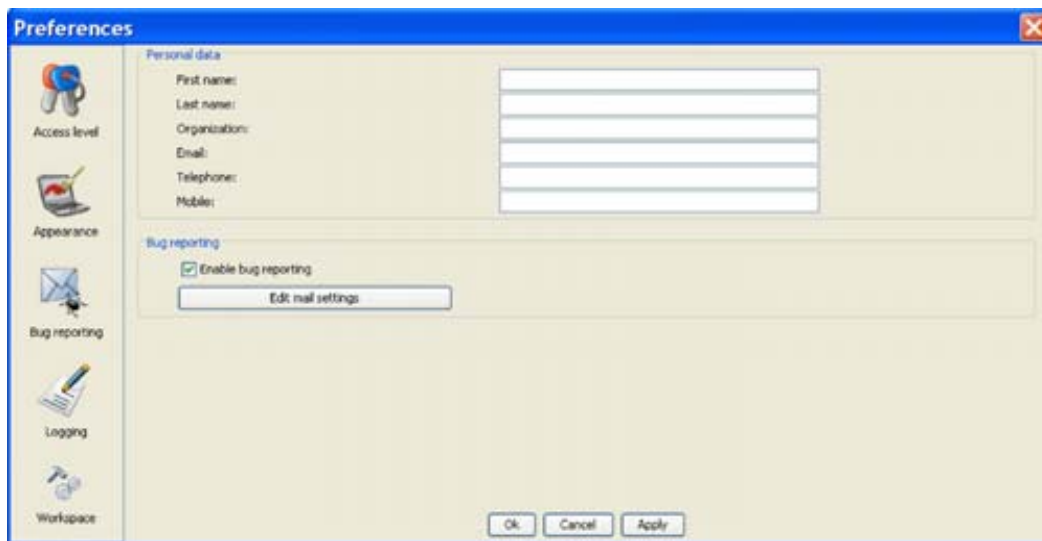


Image 3-9  
Bug report setup window

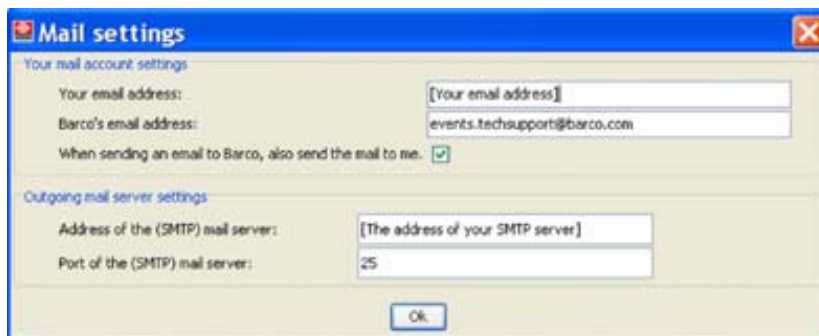


Image 3-10  
Mail setup window

## 3.6 Logging

### Start up

1. Click on **Logging**.

The logging preferences window opens. (image 3-11)

### 3. Preferences

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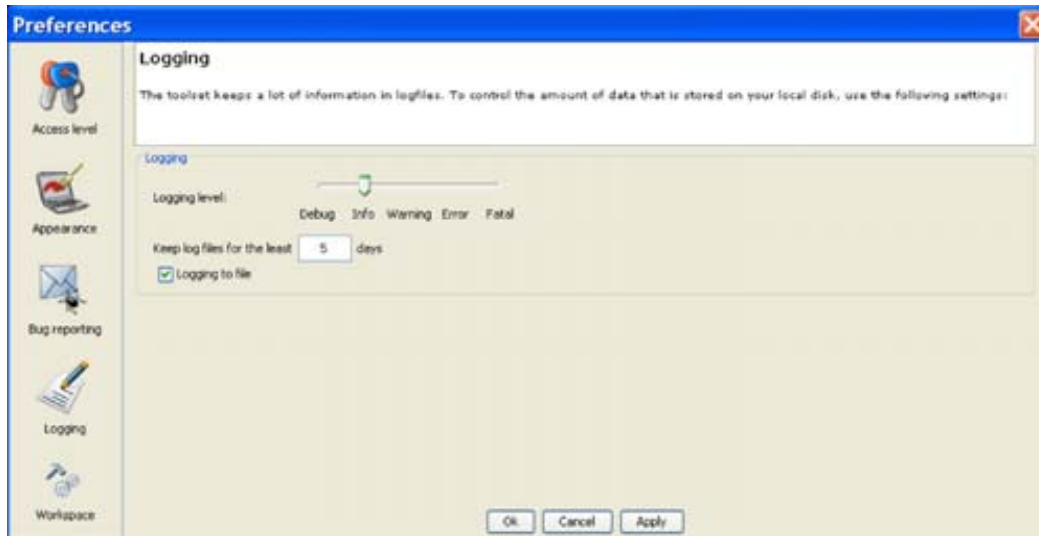


Image 3-11  
Logging and debugging preferences

#### Logging level

Click on the slider bar to set the desired logging level.

The following levels are possible:

- Debug
- Info
- Error
- Warning
- Fatal

#### Message to log file

The logging about the behavior of the program can be logged in a file. Each time the program is started a new log file is created. The file is saved in a subdirectory *log* of the DC Toolset install directory. The file name contains the date and the sequence of start up at that date.

The logging level can be set to limit the number of data. By default, *Info* level is setup. Other levels are *Debug*, *Warning*, *Error* and *Fatal*.

Check the check box in front of *Write log messages to file* if you want to activate the logging. This is a preferred setting.

The period a logging must be saved on disk can be set. Default set to 20 days. All logging older than 20 days will be removed.

When the period is set to "0", only the last created logging will remain on the disk.

To clear the complete logging directory, click once on **Clear all**.

## 3.7 Workspace selection

---

#### Start up

1. Click on **Workspace selection**. (image 3-12)

The workspace selection dialog box opens.

2. To change to another workspace, click on the drop down box and select the desired workspace. (image 3-13)

Or,  
click on ... to open an *Open* dialog box (a2).

3. Browse to a workspace or enter a new workspace in the *File name* field.

4. Click on **Open** (b).

The current configurations will be closed.

5. Click on **Apply** to apply the new workspace (c).

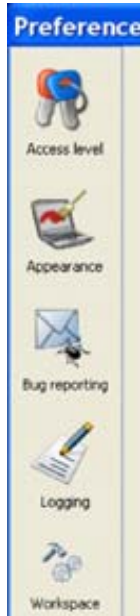


Image 3-12  
Select Workspace  
preferences

### 3. Preferences

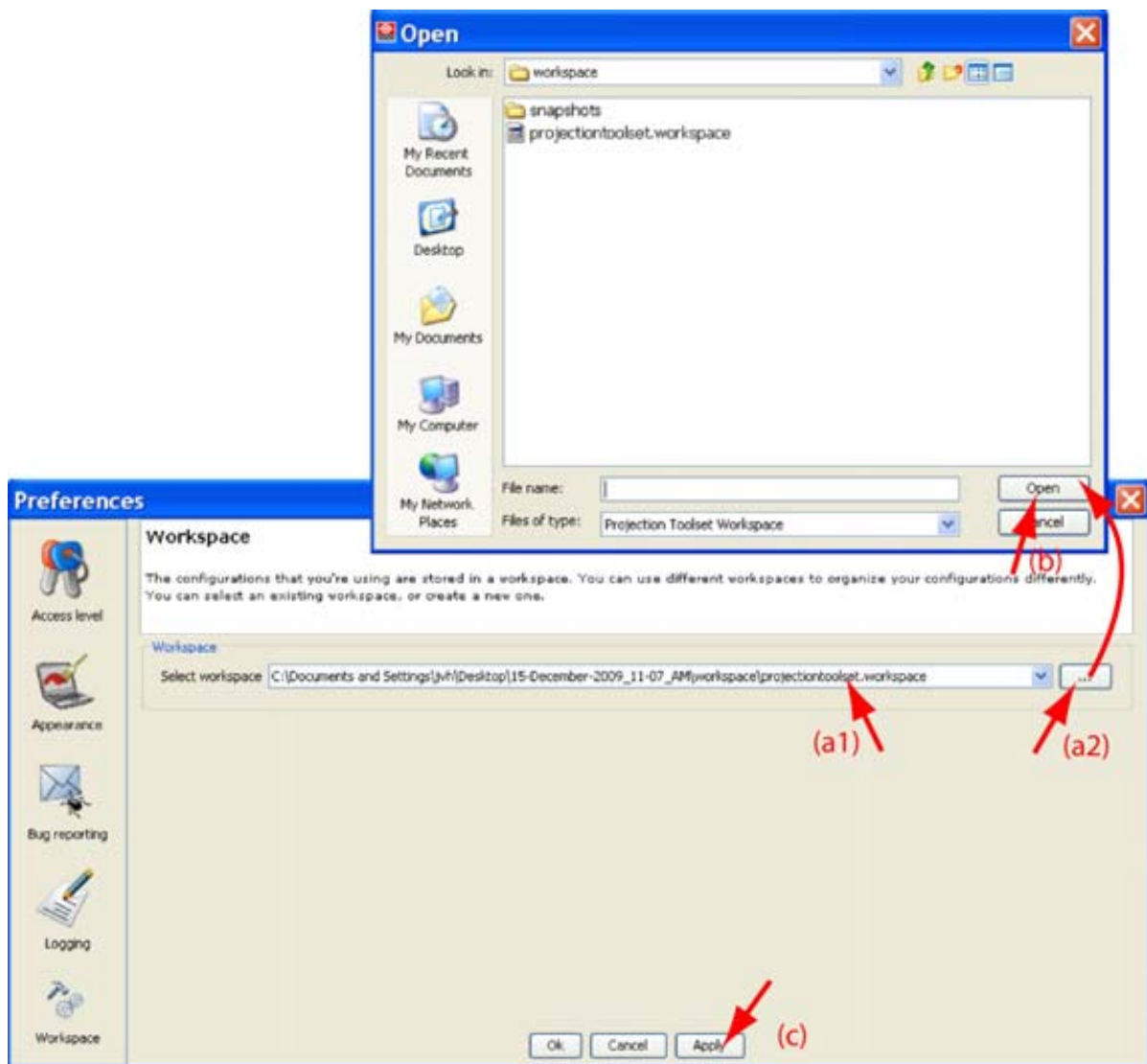


Image 3-13  
Selecting a workspace

---

# 4. CONFIGURATOR

## Overview

- Introduction
- Configurator window
- Create a new configuration
- Add device to a configuration via scanning
- Add device to a configuration
- Reconnect a device
- Edit projector properties
- Configuration preview
- Configuration properties
- Preview layout properties
- General Settings


## 4.1 Introduction

---

### Overview

The configurator makes it possible to create configurations and to change the settings of each device separately.

### Start up

To start up the configurator, just click on the configurator icon () on the navigation button bar or click on **Modules** and select *Configurator*.

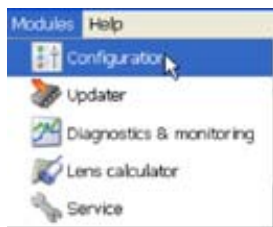


Image 4-1  
Configurator start up

## 4.2 Configurator window

---

### Overview

The configurator window allows to create new configurations and to manage the projectors inside a configuration.

## 4.3 Create a new configuration

### Steps to be taken

1. Click **File** on the menu and select *New* → *New configuration* (a). (image 4-2)  
Or,  
press **Ctrl + N**.

The *New configuration* dialog box opens (b).

2. Fill out a name for the new configuration next to *Configuration name*. The default name will be *Configuration\_'digit'* (c).

**Note:** Only the characters a to z, A to Z, 1 to 9 and ( , ) , \_ , - , @ or allowed in a name.

When it is the first configuration for this workspace, only the option *Create by adding projectors* is available.

When there are already configuration available, the option *Based on available configuration* becomes available

3. Check the radio button of your choice (d).
4. When *Based on available configuration* is checked, click on the combo box and select the configuration on which the new configuration must be based on (e).
5. Click **OK** to create the new configuration (f).

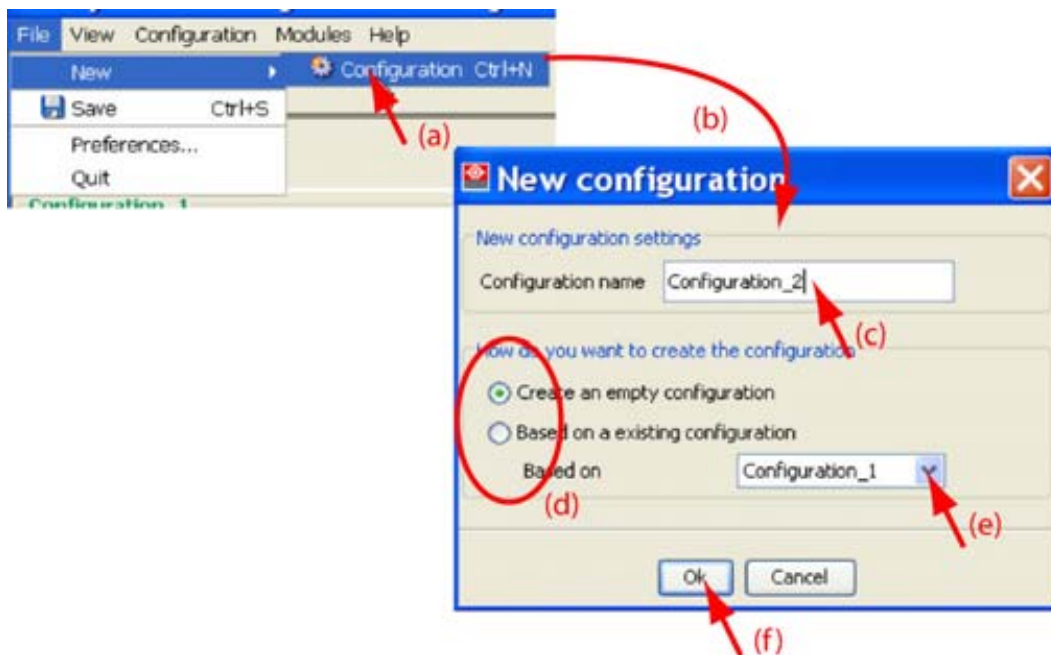


Image 4-2  
Create new configuration

## 4.4 Add device to a configuration via scanning

### What can be done ?

The network is scanned for possible devices which can be added to the configuration. The overview list shows all possible devices on the network and not only the devices with an installed plug-in. Even the devices which are already in the configuration are in the list.

Multiple devices can be added at the same time. It is not possible to add a device twice or to add a device for a non installed plug-in.

The overview window gives the following items:

- Device type
- Host name
- IP address
- MAC address
- Plug-in name

### How to add

1. Click *Configuration* on the menu and select *Add device via scan...* (1a). (image 4-3)  
Or,  
right click on a not connected projector in the preview pane to open the context menu and select *Add device via scan...* (1b)  
Or,  
press **Insert** key.

A network scan is started and a device overview window is displayed (2a, 2b).

2. To select a device, just click on that device (3).  
To select multiple devices, hold down the **Ctrl** button and click on the devices to add to the configuration.
3. Click **OK** to add the selected devices to the configuration (4).

Only the devices with installed plug-ins and which are not yet in the configuration are added to the configuration.

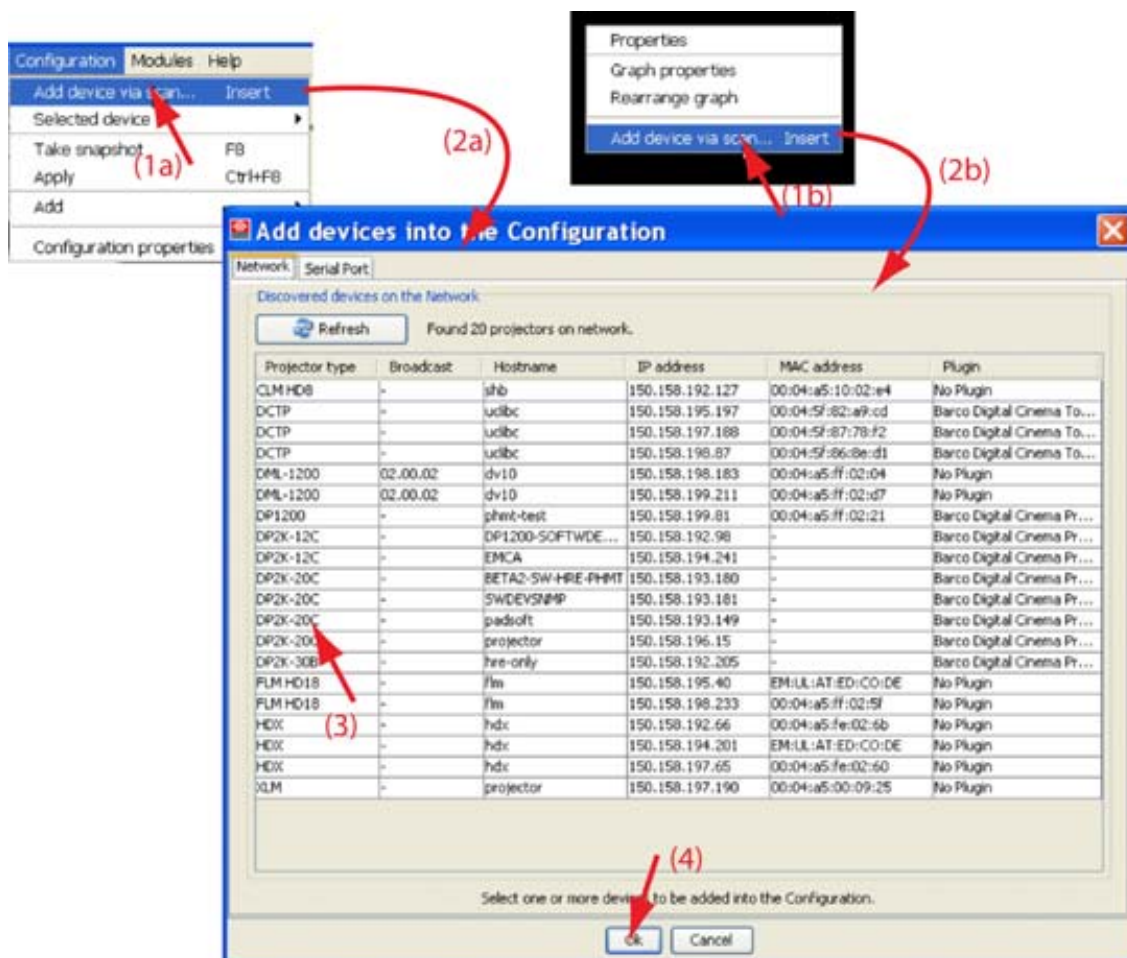


Image 4-3  
Add devices via scan

## 4.5 Add device to a configuration

---



This chapter describes how to add a device, projector or touch panel to a configuration without scanning the complete network for all possible devices.

---

### Overview

- Add device
- General properties
- Set up a Ethernet connection
- Decorator setup

### 4.5.1 Add device

---



The possible device types depends on the installed plug-ins.

---

### About adding a device

To make it more easy to find back a device, projector or touch panel while adding it to the software, the different devices are grouped in categories.

The following categories are available for the moment (depending on the loaded plug-ins):

- Digital cinema: contains all supported digital cinema projectors.
- Digital cinema, contains all supported touch panels (DCTP)

### How to add

1. Click **Configuration** on the menu and select *Add* (a). (image 4-4)
2. Move the cursor to the right and select the desired category.
3. Move the cursor again to right and select the desired projector.

The *Create projector* dialog box opens with the selected device type pictograph at the right side (b).

4. Enter the different device properties such as the projector identification, the connection parameters and projector decorator for the configuration preview.



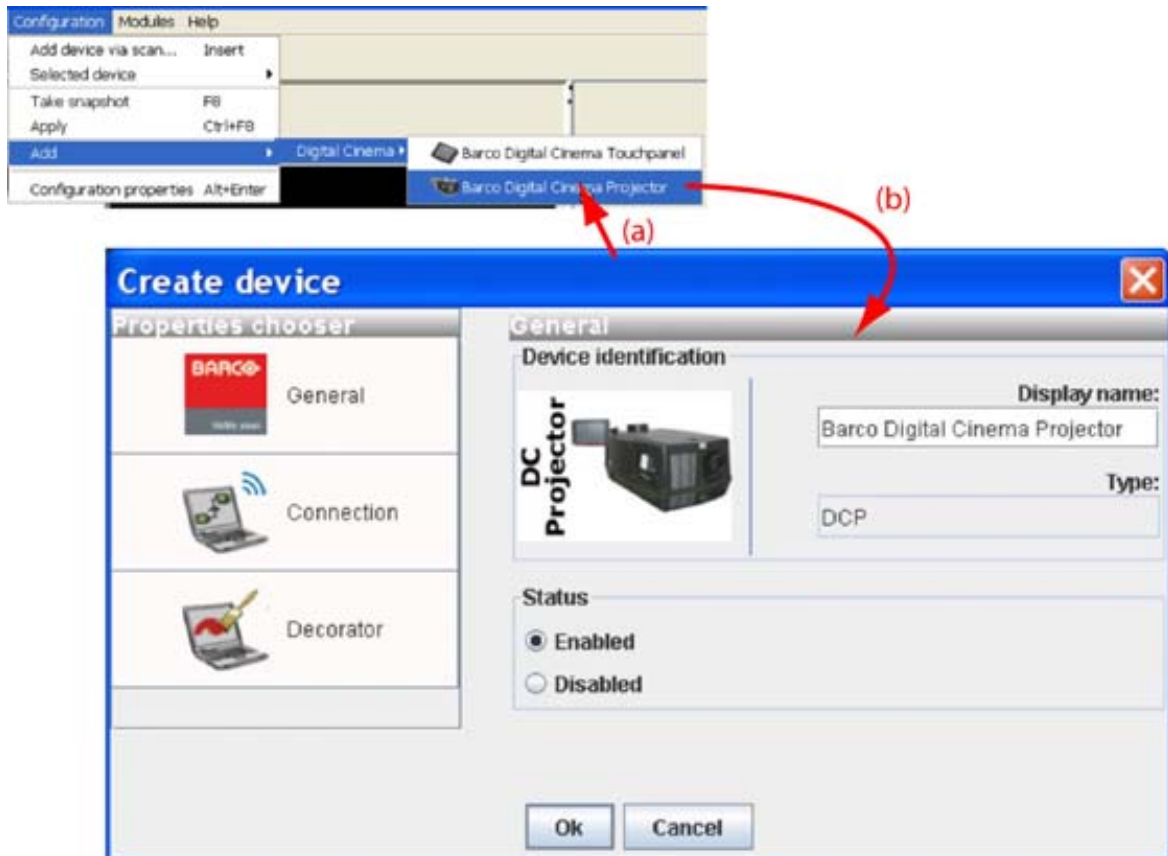


Image 4-4

## 4.5.2 General properties

### Overview

Click on the **General** tab to open the general properties if not yet open (a).

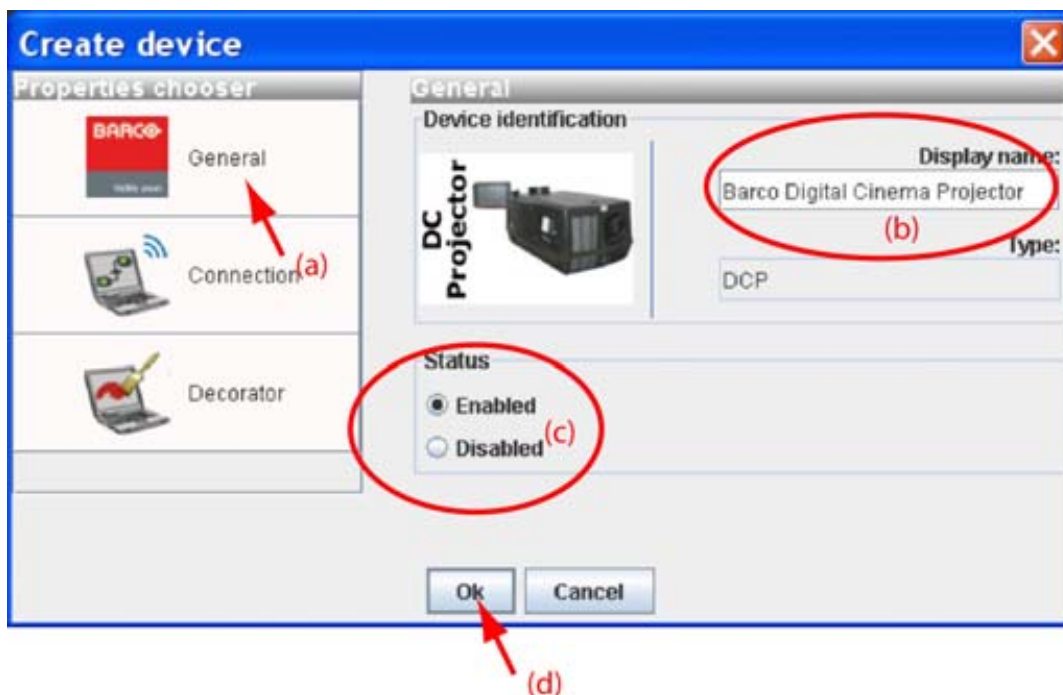


Image 4-5  
General projector properties

### Projector's identification

The default display name is Barco followed by the projector type.

This name can be changed to any other name. Click in the name field, select the current name and enter a new name (b).

Next to the display name, the device type is indicated with the name and a device icon.

### Projector status

Indicates the communication status of the projector (c).

- enabled: communication with projector possible
- disabled: no communication with projector possible

## 4.5.3 Set up a Ethernet connection

### Possibilities

To establish a Ethernet connection, the following ways are possible:

- Enter an IP address
- Enter a host name
- Scan the network for the connected projectors

### Via entering an IP address

The IP address known :

1. Select the *Connection* properties tab (a). (image 4-6)

The right pane changes to the connection setup page.

2. Click on the radio button in front of *IP address* (b).

3. Enter the IP address (c).

**Note:** An address contains 4 octets with a maximum value of 255.

4. Click **OK** to make the connection.

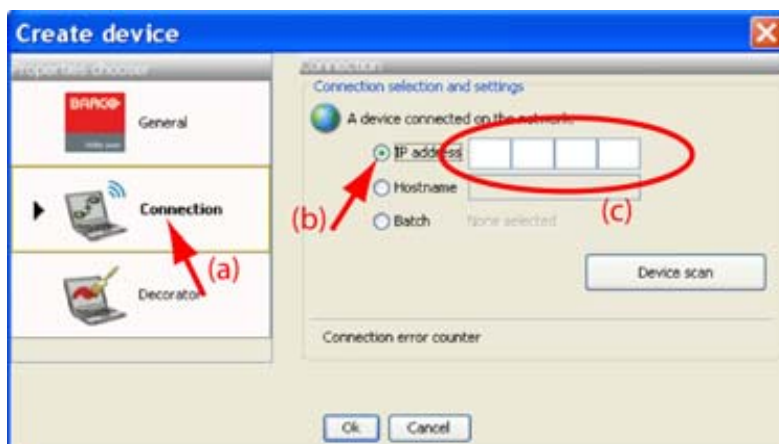


Image 4-6  
Make connection via entering IP address

### Via entering a host name

1. Select the *Connection* properties tab (a). (image 4-7)

The right pane changes to the connection setup page.

2. Click on the radio button in front of *Host name* (b).
3. Click in the input field and enter the host name (c).

4. Click **OK** to make the connection.

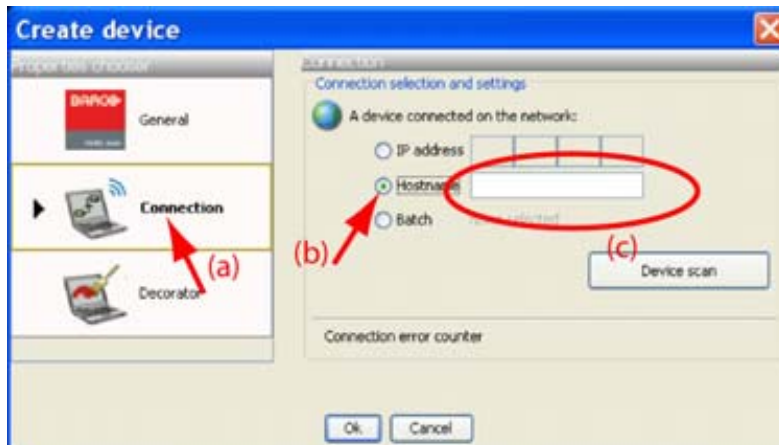


Image 4-7  
Create connection via host name



**Making a connection via a host name is only possible when the host name is known by the network DNS server.**

### Via a device scan

1. Select the *Connection* properties tab (a). (image 4-8)

The right pane changes to the connection setup page.

2. Click on the **Device scan** button (b).

The *Scanning projector* progress bar appears. The broadcast query (based on UDP) for projectors scans the complete LAN network to detect available projectors on the network. The scanning results are displayed in the *Discover projectors* dialog box (c). Only the device of the added plug-ins and the not yet added devices to the configuration are in the list.

3. If you want to add a single device, click on the desired IP address to select (c) and click **Select** (d).  
If you want to add multiple device, hold down the **Ctrl** key and click on the devices which must be added in batch (a). Click **Select** to add the devices (f).

The number of selected devices is added next to *Batch*.

4. Click **OK** to make the connection(s).

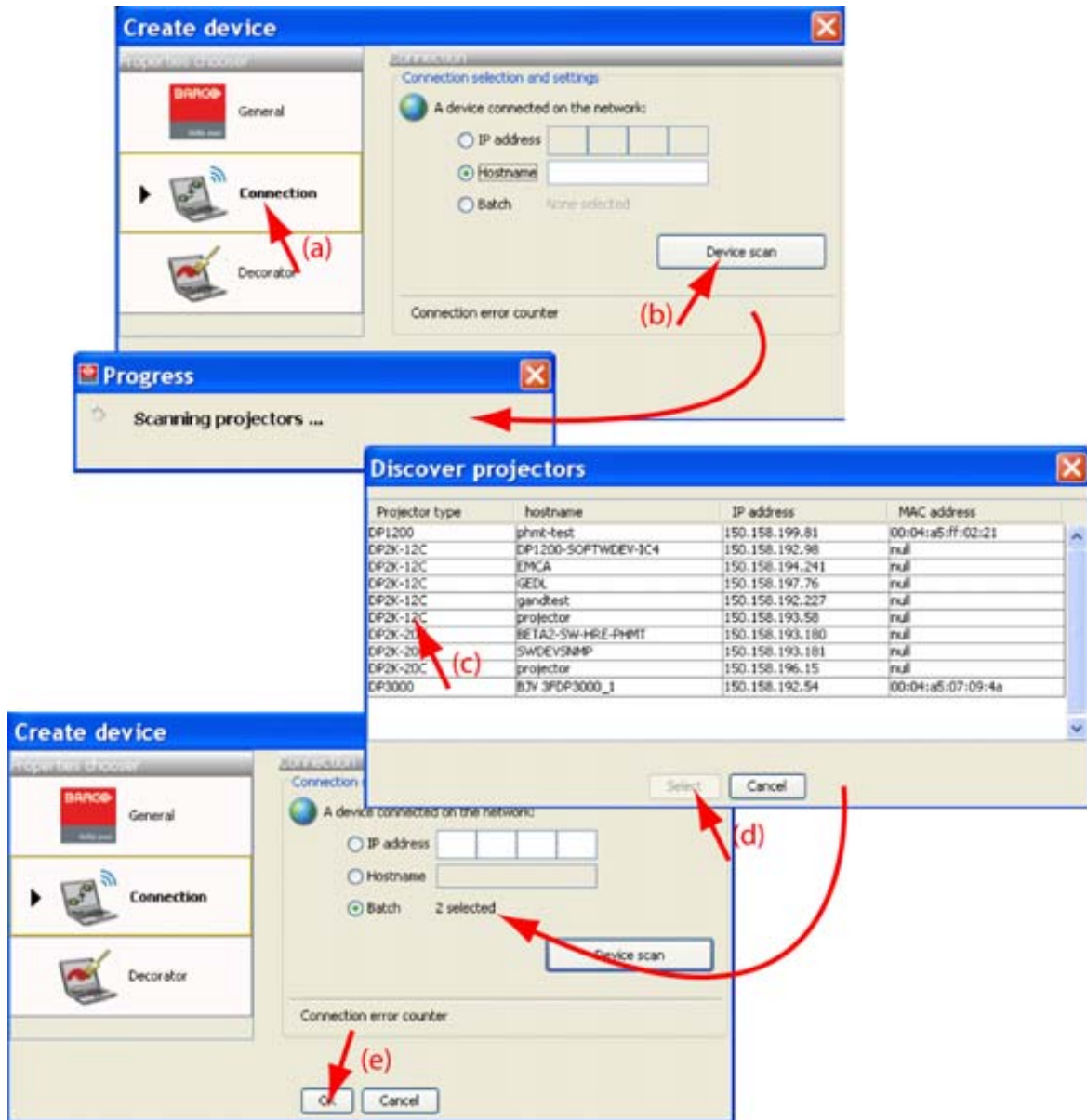


Image 4-8  
Batch connection

#### 4.5.4 Decorator setup

##### What is a decorator

Decorator information is extra data about the projector which can be displayed in the configuration preview next to the projector pictograph.

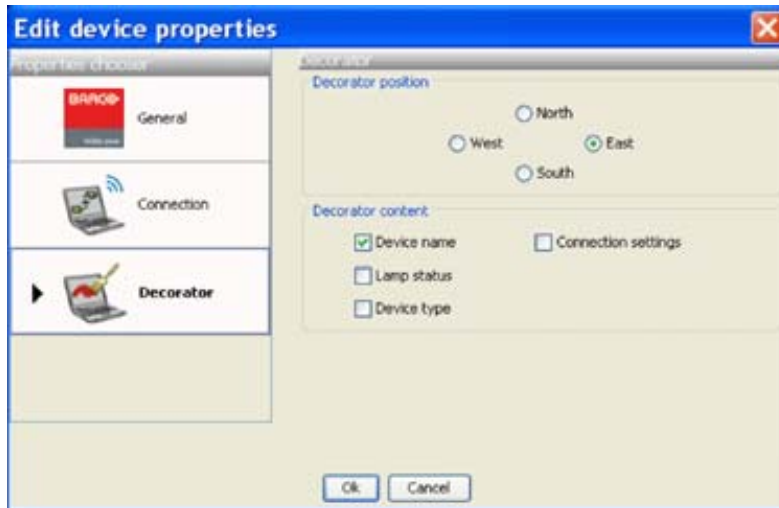


Image 4-9  
Decorator properties

### Decorator position

The extra information can be placed in the north, south, east or west of the projector pictograph. Click on the desired radio button to determine the decorator position.

### Decorator content

The following information can be displayed in the configuration preview:

- Projector name
- Connection settings
- Lamp shutter status
- Active files
- Device type

## 4.6 Reconnect a device

### Via the context menu

1. Right click on a not connected projector in the preview pane. (image 4-10)

A context menu opens.

2. Select *Connect*.

The device tries to make a connection and to retrieve data. When it is successful the pictograph border becomes green, the properties are filled out. When it is not successful, the border stays gray and a *device not responding* message is displayed.



Image 4-10  
Connect device via context menu

### Via the device properties

1. Select a not connected device in the preview pane. (image 4-11)

## 4. Configurator

2. Open the device properties via right click and selecting *Properties*.

Or,

via click on **Configuration** on the menu and selecting *Selected device* → *Properties* (a).

Or,

by pressing **Ctrl + Enter**.

The *Device* dialog box opens (b).

3. Click on **Connection** (c).

The *Connection* tab opens (d).

4. Click on **OK** (e).

The device tries to make a connection and to retrieve data (f). When it is successful the pictograph border becomes green, the properties are filled out. When it is not successful, the border stays gray and a *device not responding* message is displayed.

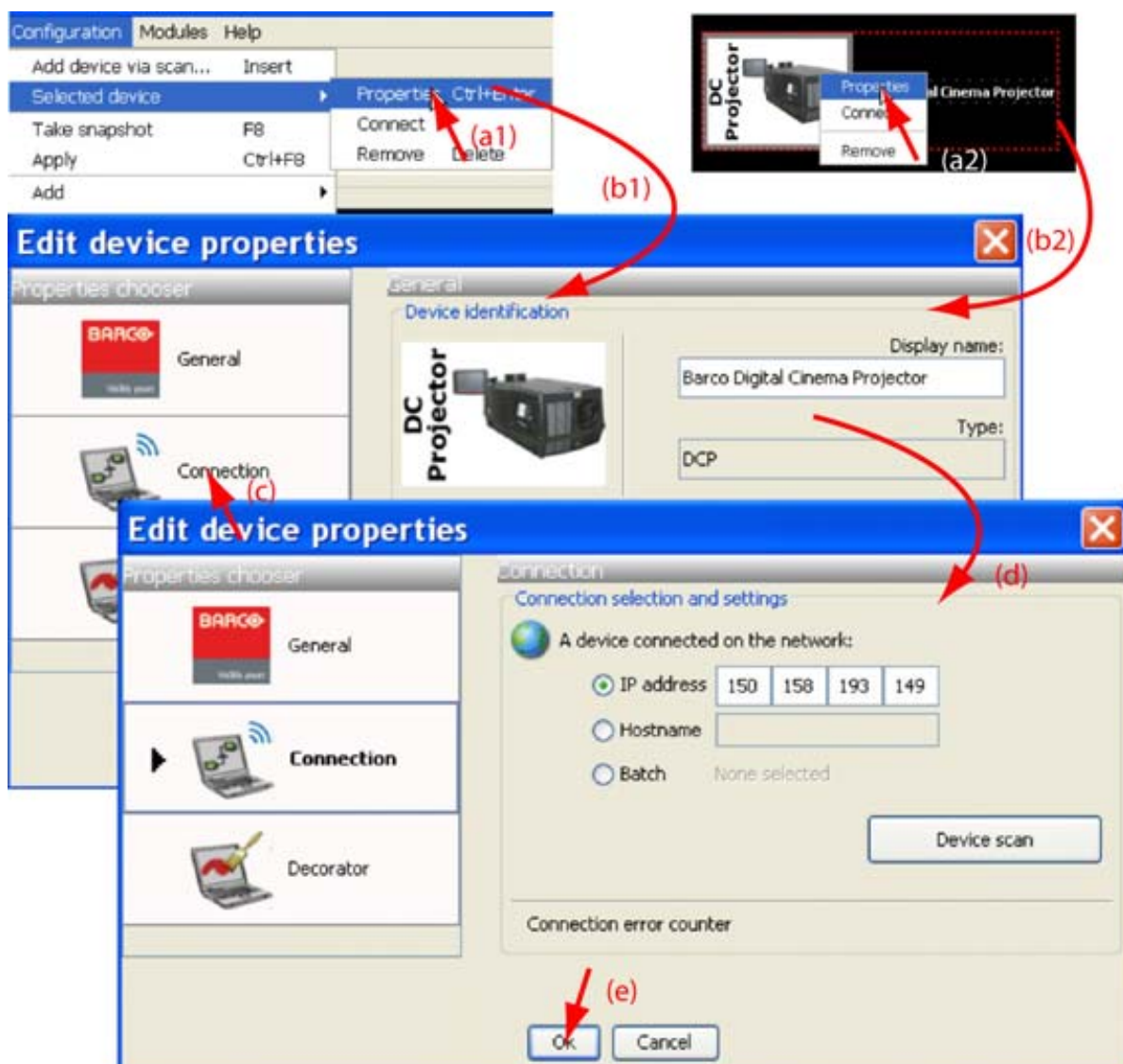


Image 4-11



## 4.7 Edit projector properties

### Via the menu

1. Click on a projector to select (a). (image 4-12)
2. Click **Configuration** on the menu and select *Selected device* → *Properties* (b).  
Or,  
press **Ctrl + Enter**.

The *Properties* dialog box opens (c).

To edit the:

- general properties.
- connection properties.
- decorator.

see *Add projector to a configuration*.

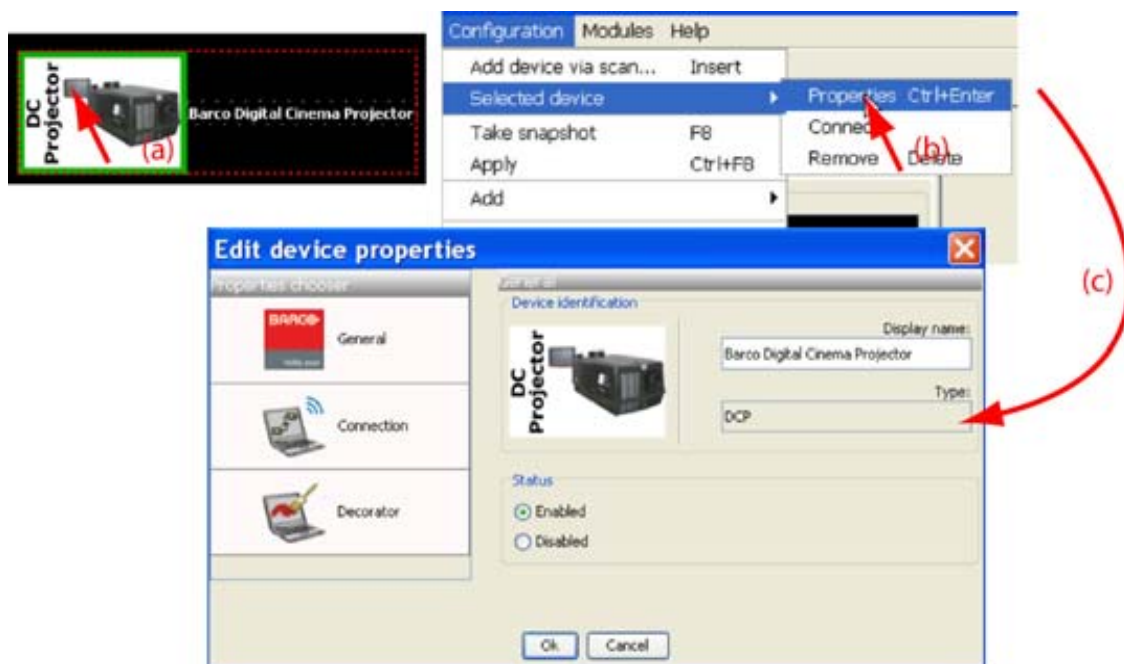


Image 4-12  
Edit device properties via menu

### Via the context menu

1. Right click on a device graph in the configuration preview. (image 4-13)  
A context menu opens.
2. Select *Properties*.

The *Properties* dialog box opens.

To edit the:

- general properties.
- connection properties.
- decorator.

see *Add device to configuration*.

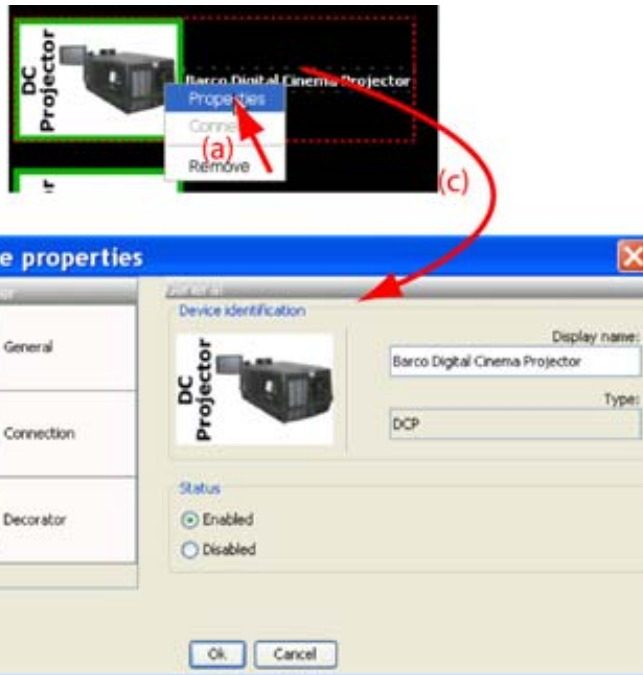


Image 4-13  
Edit device properties via right click

## 4.8 Configuration preview

---

### Device status

The border color around the pictograph indicates the device status.

**Green:** device is online and there is communication with the device.

**Grey:** device is offline.

**Red:** device is online but there are warnings about the use of the device.

**Shaded:** device is disabled.

## 4.9 Configuration properties

---

### What is available?

The following properties are available:

- *author* name.
- *created on*: date and time when the configuration is created (read only).
- *path*: full path where the configuration is saved (read only).
- *description*: description which identifies the configuration.

### How to change

1. Click **Configuration** → *Configuration Properties* (a1).  
Or,  
right click in the preview pane of the configuration preview, but not on a pictograph (a2). (image 4-14)  
The *Configuration properties* dialog box opens (b1, b2).
2. To enter an author, click in the input field next to *Author* and enter the name (c).



3. To add a description, click in the *Description* field and enter a description for the configuration (d).
4. Click **OK** to save and close the *Configuration properties* dialog box (e).

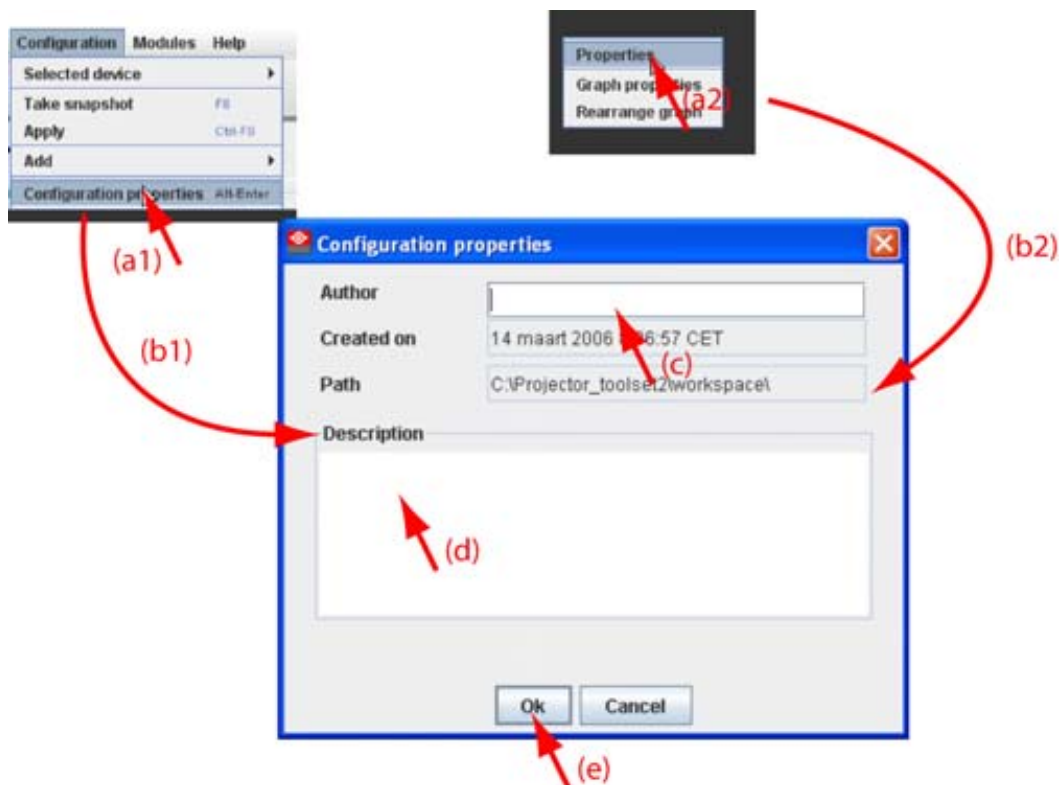


Image 4-14  
Configuration properties

## 4.10 Preview layout properties

### Overview

- Background color
- Background image
- Rearrange pictographs in preview pane

#### 4.10.1 Background color

##### How to set background color

1. Right click in the preview pane but not on a pictograph (a). (image 4-15)  
A context menu opens.
2. Select *Graph properties*.  
The *Graph properties* dialog box opens (b).
3. Check the check box next to *Use background color* (c).
4. Click on **Select a color**.  
The *Select color* dialog box opens.
5. 3 ways are now possible to select a color, represented by a tab in the *Select color* dialog box.

## 4. Configurator

---

Tab swatches = way 1 Via the swatches color dialog, step 6.

Tab HSB = way 2 Via the HSB color dialog, step 7.

Tab RGB = way 3 Via the RGB color dialog, step 8.

6. Select the desired color (via swatches = predefined color samples). (image 4-16)

The first selected color will be indicated in *Recent*. When others are selected for a preview, the color indication will also be added in the *Recent* list as first one. Finally, the color selection can be done from the *Recent* list or out of the color pallet.

Each time a color is clicked, a preview is given in the preview pane. Continue with step 9.

7. Click on the **HSB** tab to display the color pallet (HSB = Hue - Saturation - Brightness). (image 4-17)

A color can be selected in 2 ways:

- Slide the slider next to the color gamut until the wanted color in the color pick field is reached, or fill out the HSB value until the desired color is reached in the pick up field.
- Click in the color field to display the white circle. Drag that circle to the desired tint of the chosen color.

A preview is given in the preview pane. Continue with step 9.

8. Click on **RGB** tab to display the RGB selection sliders. (image 4-18)

Move the sliders until the desired color is reached, or fill out the RGB values in the input boxes.

A preview is given in the preview pane. Continue with step 9.

9. Click on **OK** to apply the selected color.

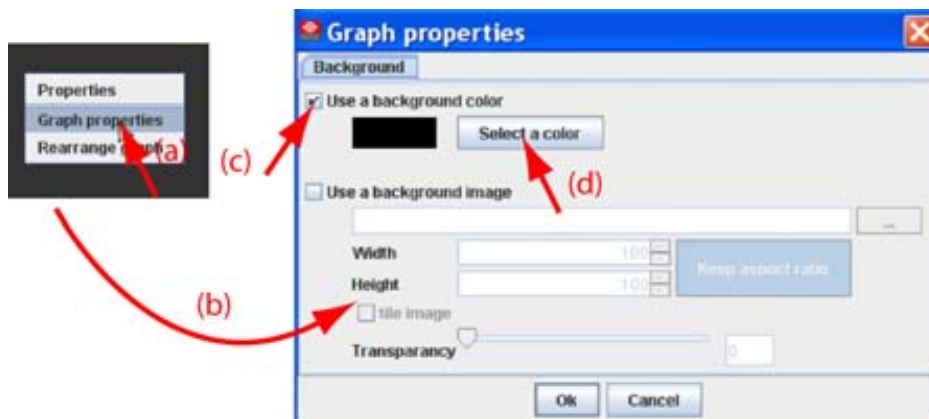


Image 4-15  
Set background color

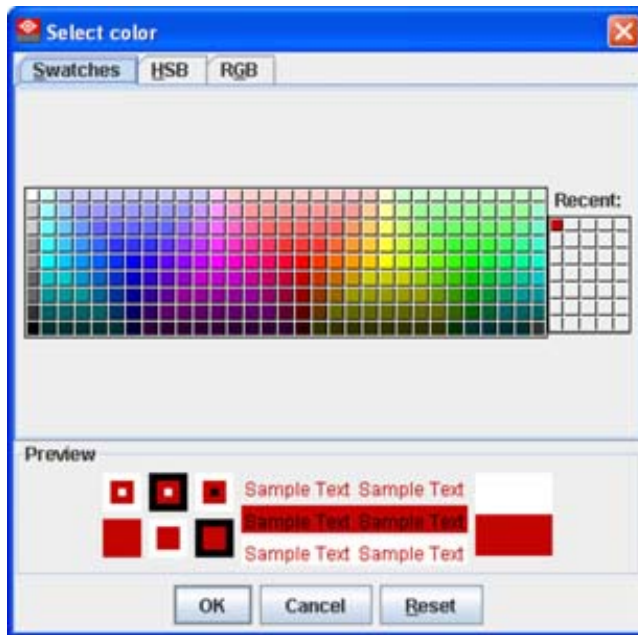


Image 4-16  
Select color via swatches

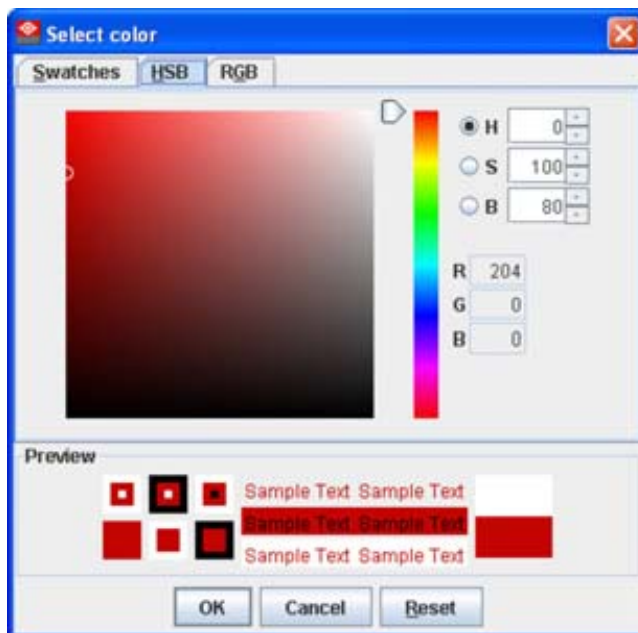


Image 4-17  
Select color via HSB

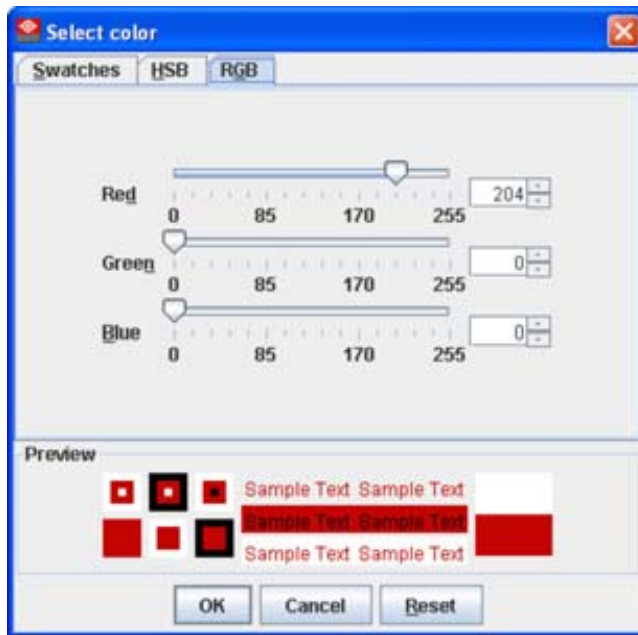


Image 4-18  
Select color via RGB

### 4.10.2 Background image

#### How to set background image

1. Right click in the preview pane but not on a pictograph (a). (image 4-19)  
A context menu opens.
2. Select *Graph properties*.  
The *Graph properties* dialog box opens (b).
3. Check the check box next to *Use background image* (c).
4. Fill out the complete path to the image (d1) and continue to step 6  
**Note:** Only *jpg*, *gif* and *png* file are allowed.  
Or,  
click on ... (d2)  
An *Open* dialog box opens (d3)
5. Browse to the desired image (d4) and click **Open** (d5).  
Or,  
double click on the desired image.
6. Width and height of the image can be changed by clicking on the up down control next to width and height (e). To keep the original aspect ratio of the image, activate button **Keep aspect ratio** (f).
7. To tile the image over the complete canvas, check the check box before *Tile image* (g).
8. Set transparency level by clicking on the slider and dragging to the desired location (h)  
Or,  
by clicking in the input field next to the slider and entering the desired value with the keyboard.

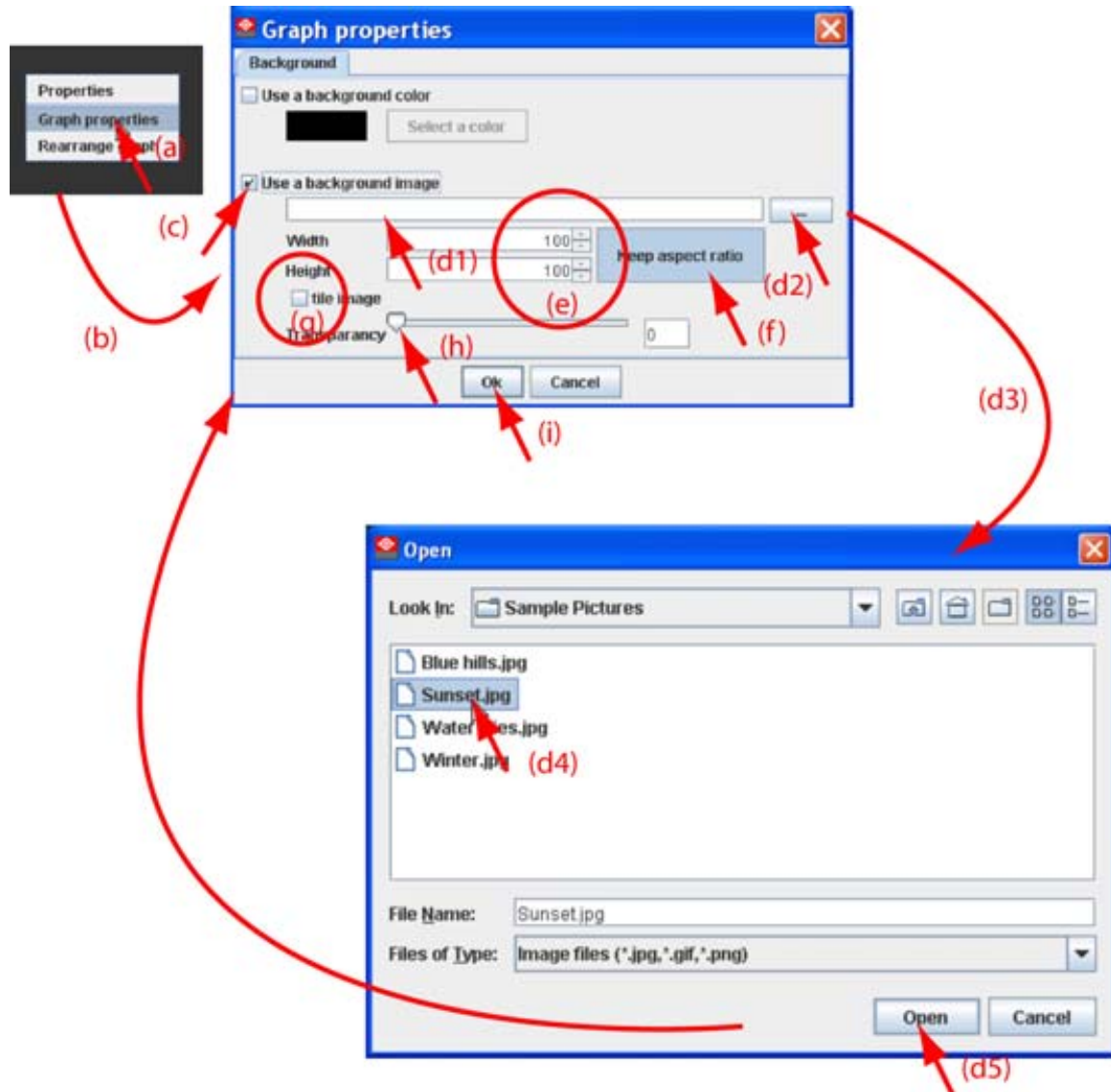


Image 4-19  
Set background image

### 4.10.3 Rearrange pictographs in preview pane

#### How to rearrange

1. Right click in the preview pane but not on a pictograph. (image 4-20)  
A context menu opens.
2. Select *Rearrange graphs*.  
The pictographs are rearranged in the preview pane.



Image 4-20  
Rearrange pictographs

## 4.11 General Settings

---

### Overview



Image 4-21  
General settings DC projector



Image 4-22  
General settings Touch panel

The General Settings pane is a read only pane and gives information about:

- device name
- device type
- serial number
- overview of device status

For a touch panel, an extra Maintenance button is available.

## 5. GENERAL DEVICE SETTINGS TOUCH PANEL

### 5.1 Start up and overview

#### How to start up

1. Click on the desired projector graph to display the touch panel properties. (image 5-1)
2. If the General settings are not open, click on the **General** tab.

The general settings are displayed.



Image 5-1  
General settings

#### Overview

The following items are given as read only values:

- Name of the device
- Device type
- Touch panel ID
- Serial number

The following items can be changed or accessed by the customer:

- Customer logo on the touch panel
- Maintenance items:
  - Restart the application
  - Re-calibrate the touch screen
  - Add a temporary account to the touch panel



## 5.2 Add a custom logo in touch panel

### About a custom logo

The touch panel software allows to place a custom logo on the upper left corner of the touch screen. The software provides an area of 90 x 90 pixels. Any image larger than 90 x 90 pixels will be proportionally scaled to match inside this area. The file must be a bitmap file (bmp, jpeg, jpg, png, ...).

### Current active logo

To display the current active logo in DC Toolset, click on **Reload**. The file is downloaded from the touch panel and a preview will be shown within the rectangular square.

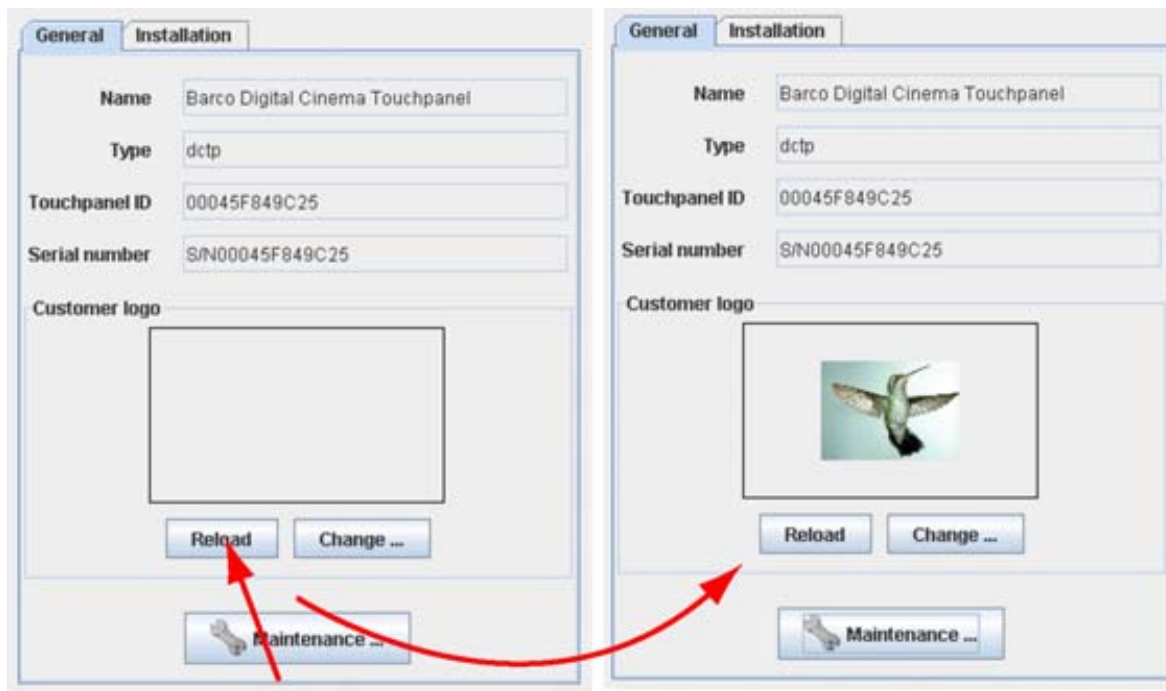


Image 5-2  
Reload current logo

### How to add or change a logo

1. Click on **Change...** (a). (image 5-3)  
The *Change customer logo* window opens (b).
2. Fill out the path and file name (c1) and click **OK**  
Or,  
click on **Load** (c2).  
A browse window opens (d).
3. Browse to the desired file (e) and click **Open** (f).  
A preview is shown in the *Change customer logo* window (g). (image 5-4)
4. If this is the file, click **OK** (h).  
An upload question is displayed (i).
5. Click **Yes** to upload the image to the touch panel (j).  
When the upload is finished (k), an info window is displayed with the message : "New logo is set in touch panel".
6. Click **OK** to continue (l).



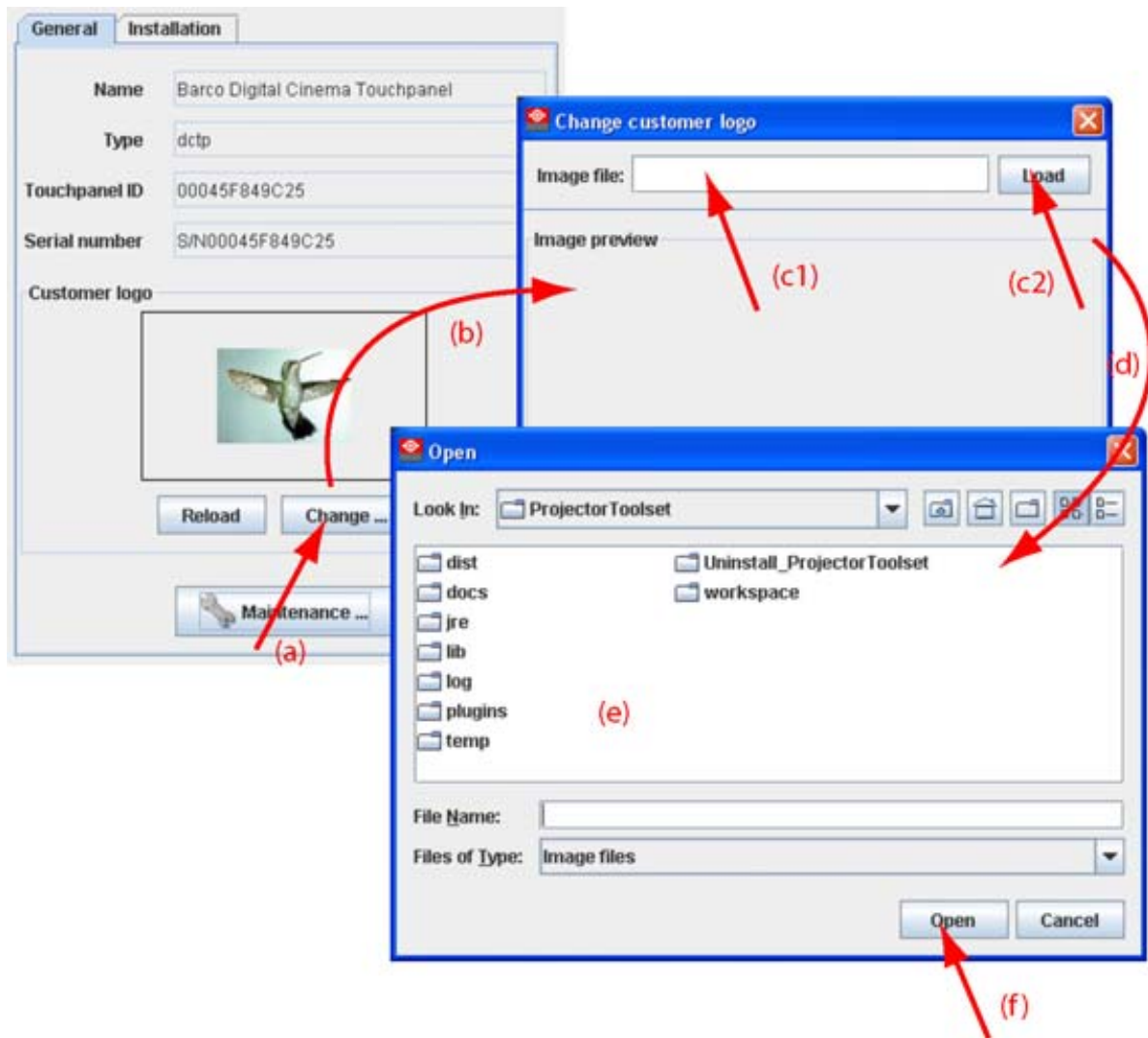


Image 5-3  
Change logo

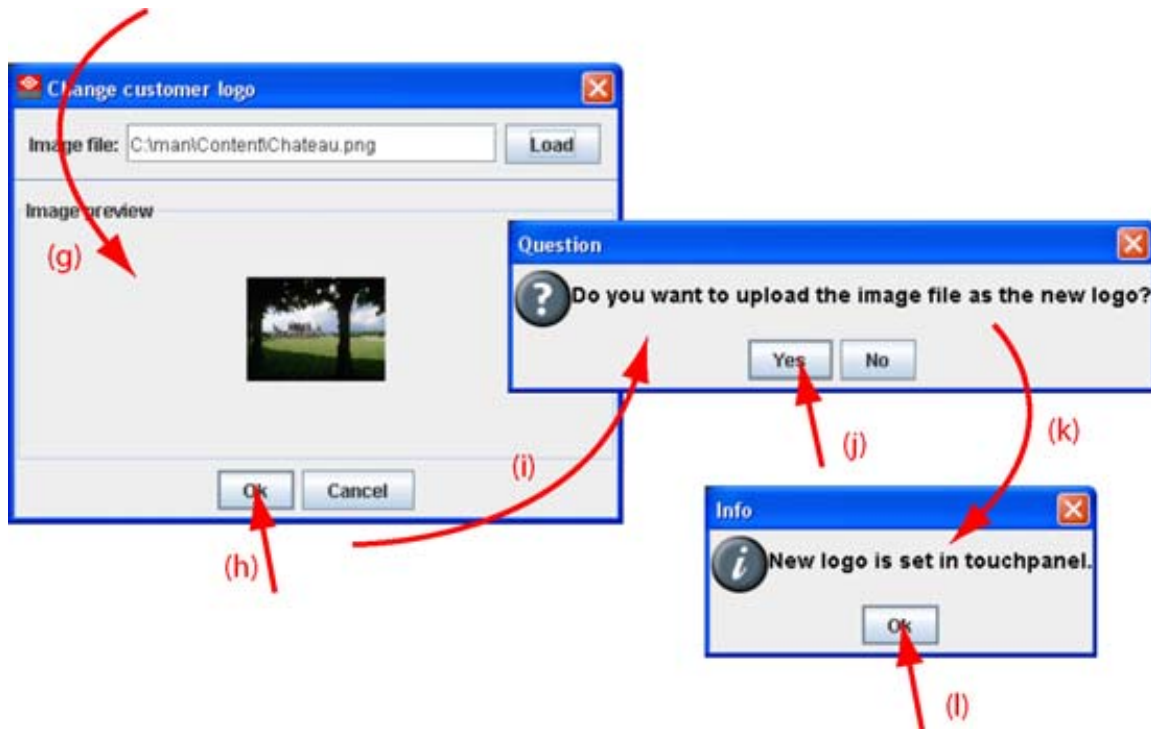


Image 5-4  
Change logo

## 5.3 Temporary account

---

### Why creating a temporary account

If there are no root user defined on the touch panel or if these root users cannot be activated then it is still possible to create a temporary root user via DC Toolset. This user has access to all functions and can create a new root user for the touch panel.

This temporary account is mostly used for service purposes and will be deleted when the service actions are finished.

### How to create a temporary account

1. Within the *General* settings, click on **Maintenance** (a). (image 5-5)  
The *Touch panel controls* window opens (b).
2. Click inside the input field next to *Authorization password* (c) and enter the authorization code.
3. Click on **Authorize now** (d).

A user creation window opens where it is possible to create a temporary user and password.

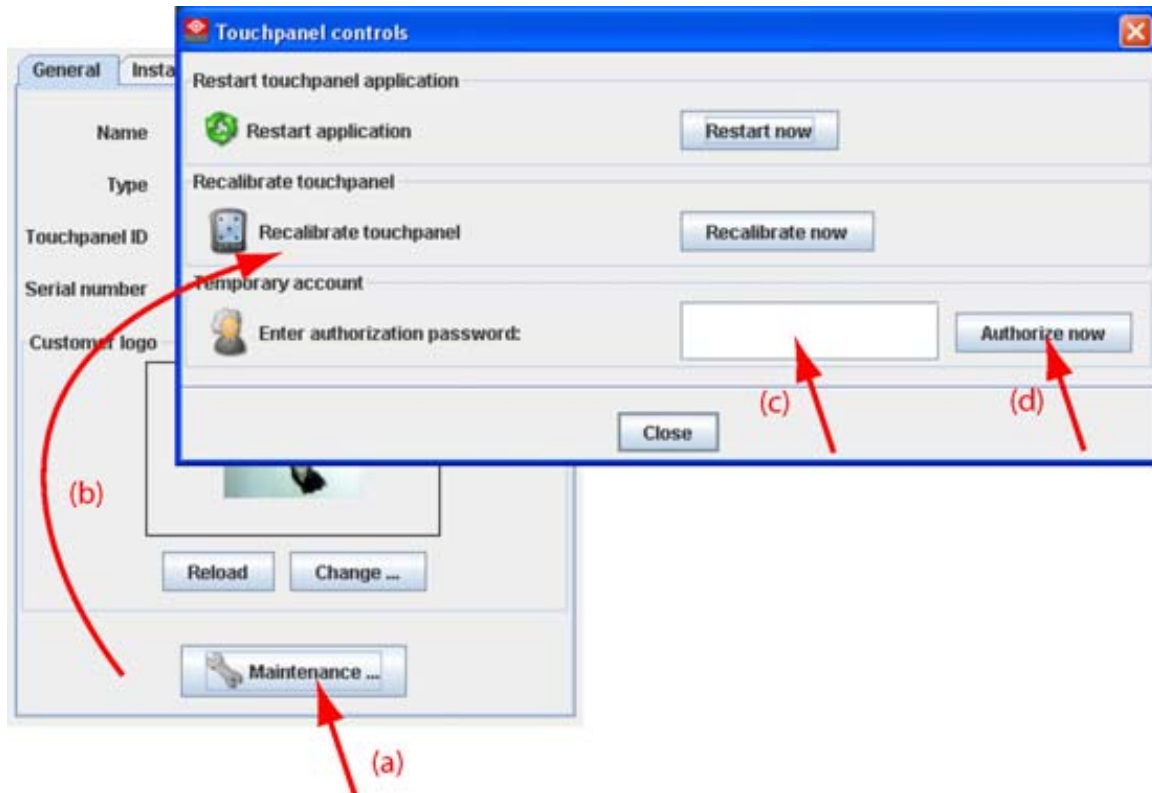


Image 5-5  
Create temporary account



## 6. GENERAL DEVICE SETTINGS DC PROJECTOR

### 6.1 Start up and overview

#### How to start up

1. Click on the desired projector graph to display the projector general settings. (image 6-1)



Image 6-1

#### Overview

The following items are given as read only values:

- Name of the projector
- Projector type
- Serial number
- Overview of the projector status



# 7. INSTALLATION



Only for Touch panels.

## Overview

- Starting up the file management
- Create new folder
- Delete a file or folder
- Download a file from the touch panel
- Upload a file on the touch panel

## 7.1 Starting up the file management

### How to start up

1. Click on the **Installation** tab to display the installation functions (a). (image 7-1)
2. Click on **File Management** (b).

The *File management* window opens (c).

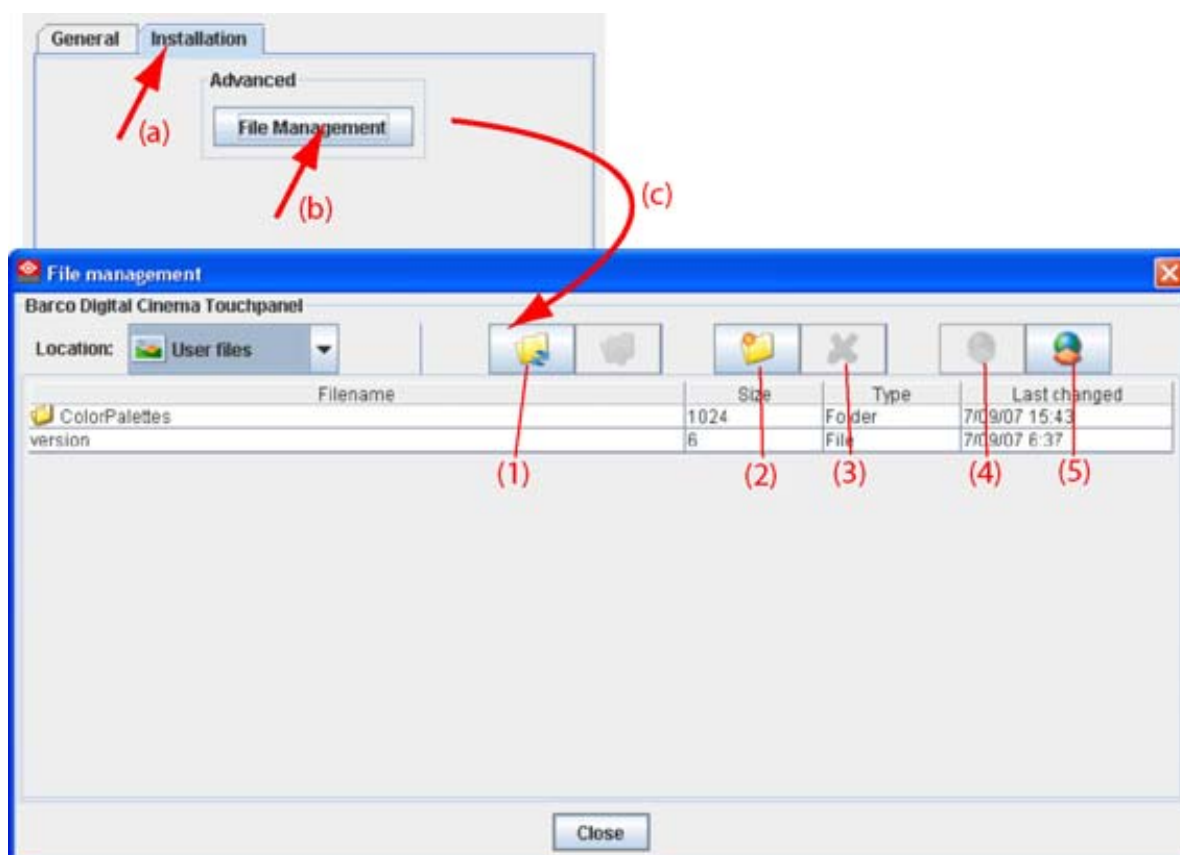


Image 7-1  
File management

### About the file manager

Only user files can be displayed or manipulated in the file manager.

The following functions are available:

- (1) Reload file list, to update the content of the file manager.
- (2) Create new folder
- (3) Delete file or folder
- (4) Download selected file
- (5) Upload file

## 7.2 Create new folder

---

### What can be done ?

A new folder can be created on the touch panel's operating system.

### How to create a folder

1. Click on the *New folder* icon (a). (image 7-2)  
The *Create new folder* window opens.
2. Click in the input field and enter a name for the folder.
3. Click **OK** to create the folder.

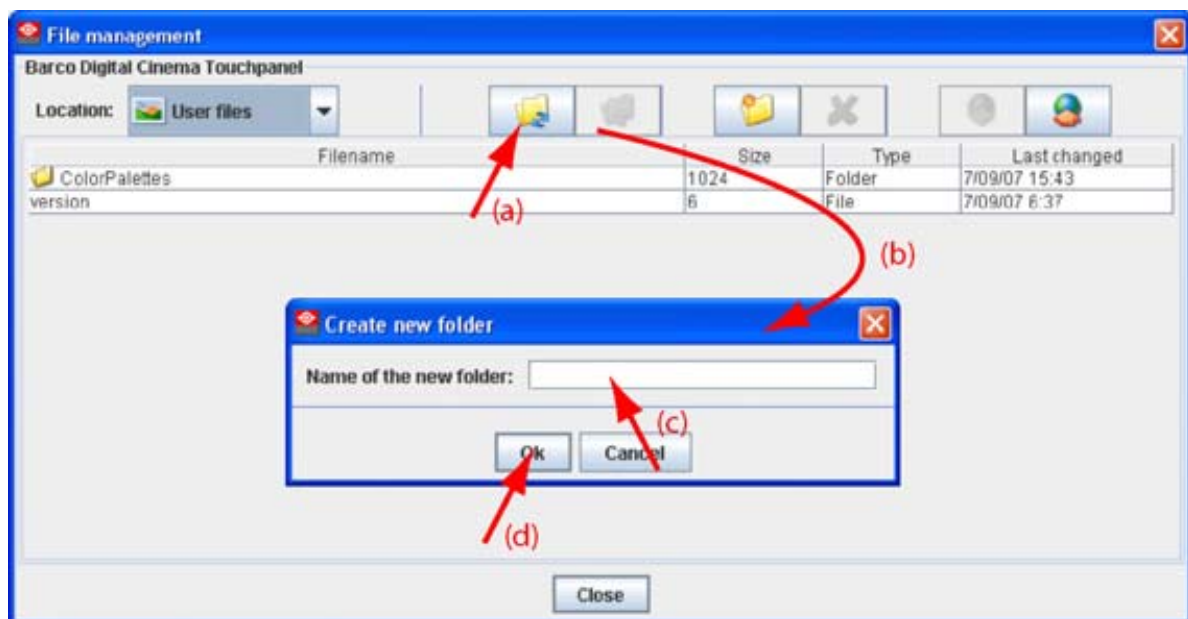


Image 7-2  
Create new folder

## 7.3 Delete a file or folder

---

### How to delete

1. Click on a file or folder to select. (image 7-3)



2. Click on the *Delete* icon.

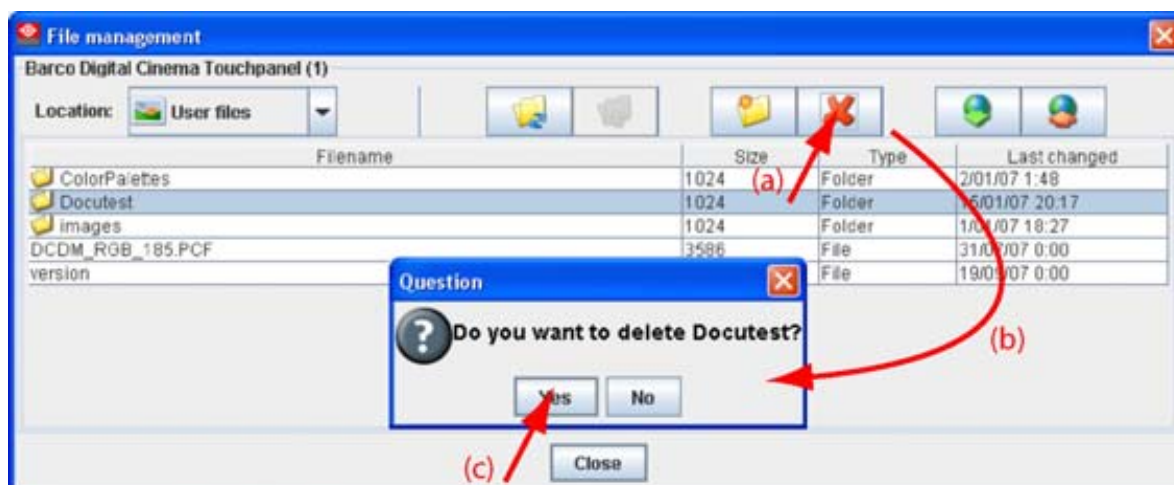


Image 7-3  
Delete file or folder

## 7.4 Download a file from the touch panel

### What can be done ?

Any user file stored on the touch panel can be downloaded to the computer.

### How to download

1. Browse in the *File management* window to the desired file or folder on the touch panel and click on it to select (a). (image 7-4)
2. Click on the *Download* icon (b).  
The *Download* window opens (c).
3. Click in the input field and fill out a location for the file (d1)  
Or,  
click on ... button (d2) and browse to the desired location and click **Open**.
4. Check or uncheck properties for handling the file (e).
  - Overwriting or not overwriting existing files.
  - Recurse into folders: all files and sub folders are downloaded.
  - Close the window when the download is finished.
5. Click **OK** to start the download (f).  
When the download is finished a message appears. Click **Close** to continue (g).

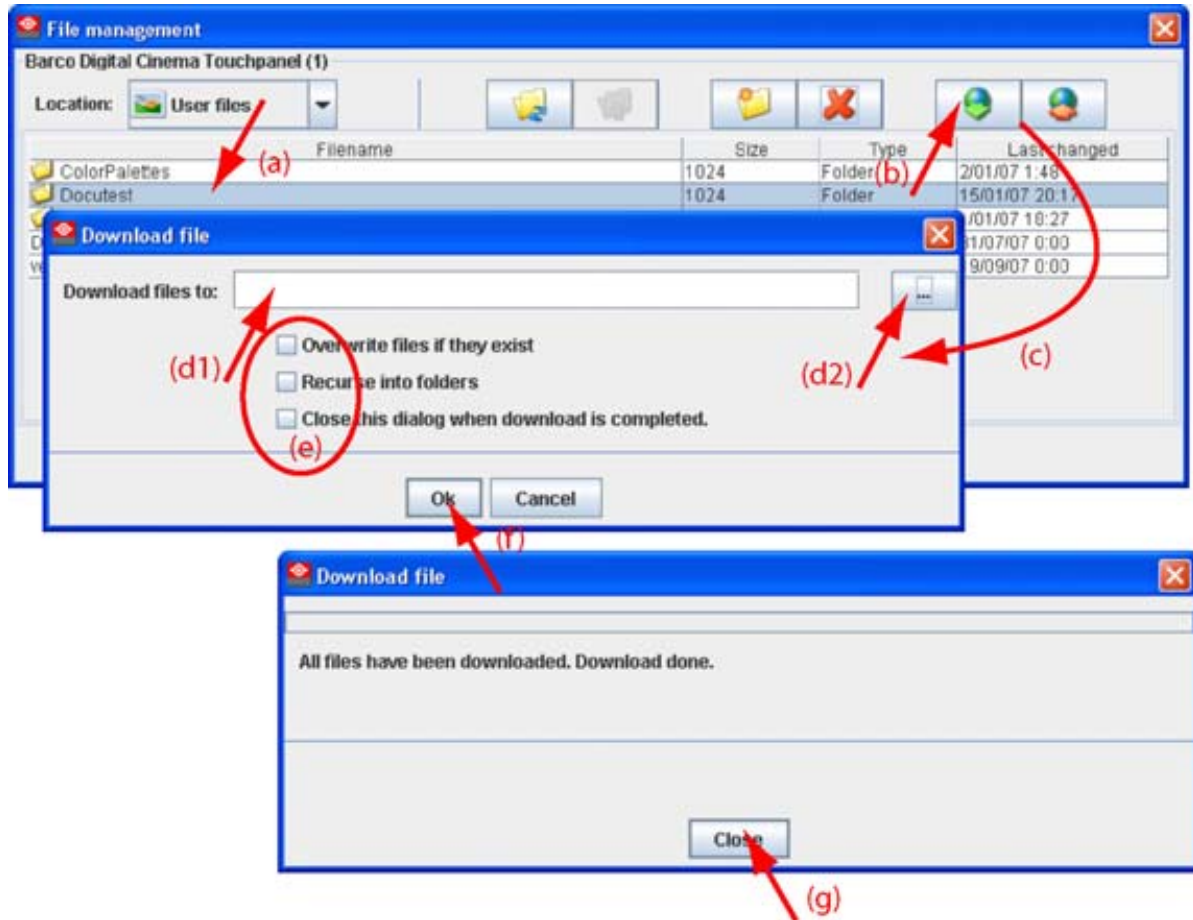


Image 7-4  
Download file

## 7.5 Upload a file on the touch panel

### What can be done ?

A file can be transferred from the computer to the touch panel and stored as user file.

### How to upload

1. Click on the *Upload* icon (a). (image 7-5)  
The *Upload files* window opens.
2. Click on the ... button (b) to open the browse window.
3. Browse to the desired file or folder and click **Open**.  
The full path is displayed in *Files and folders selected for upload*.
4. Check or uncheck properties for handling the file (c).
  - Recurse into folder : all files and sub folders are uploaded.
  - Close the window when the upload is finished.
5. Click **OK** to start the upload (d).  
When the upload is finished, a message is displayed.
6. Click **Close** to continue (e).

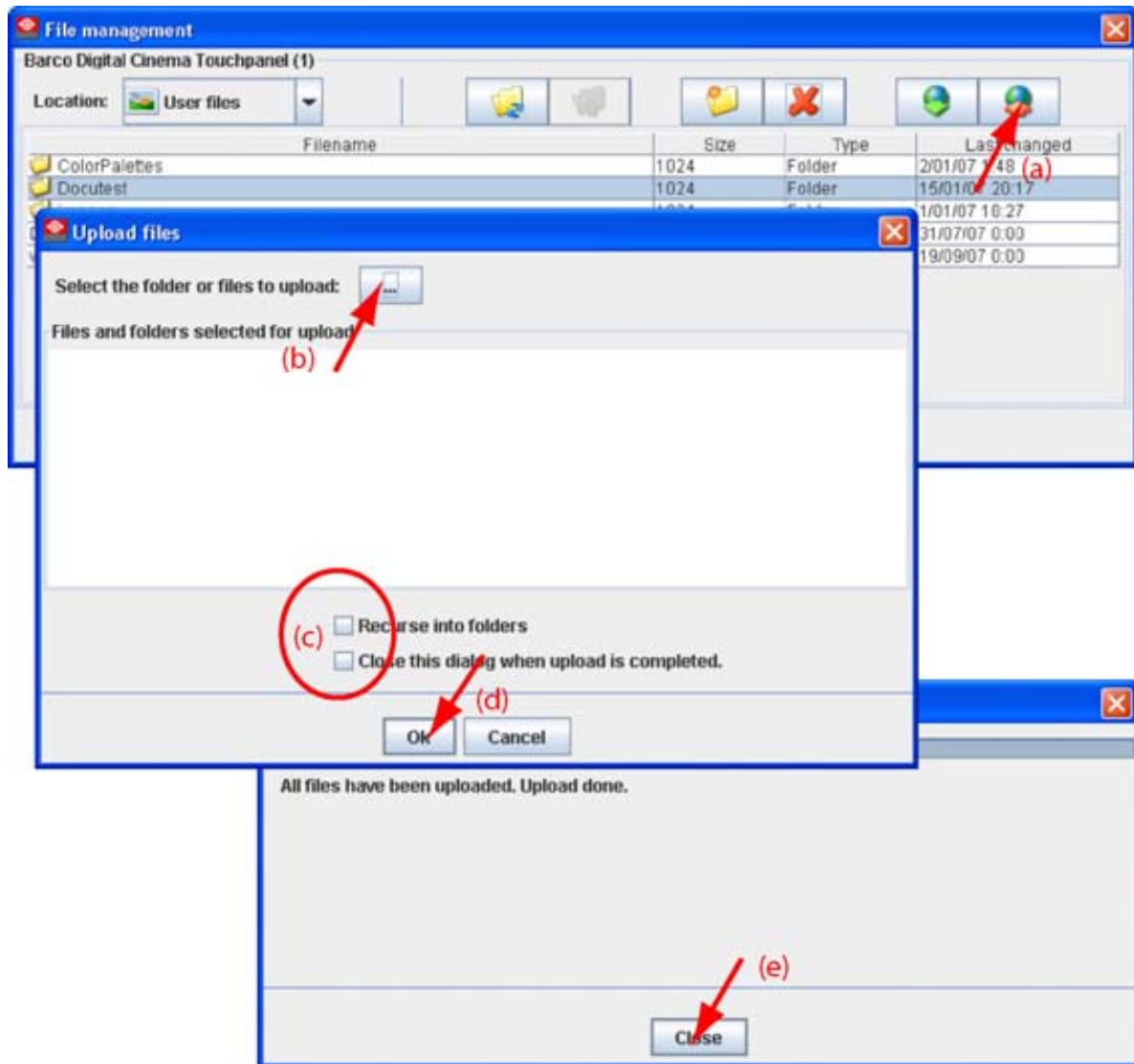


Image 7-5  
Upload a file or folder



# 8. UPDATE MODULE

## Overview

- Introduction
- Update a Digital cinema projector
- Updating a touch panel
- Version info

## 8.1 Introduction

### Overview

The firmware of the projector/device can be updated with DC Toolset.

Free downloadable packages can be found on Barco's Partnerzone, (URL: <https://my.barco.com>). Registration is necessary.


If you are not yet registered, click on *Sign up my.barco* and follow the instructions. With the created login and password, it is possible to enter the Partnerzone where you can download the desired software upgrades.

Updating of multiple projectors at the same time is possible. When the update is started on one projector/device and running, it is possible to start up an update on second projector/device.

### Preparations

The downloaded file is a zip file. Unzip this file before continuing.

### Start up

To start up the Updater, just click on the Update icon () on the navigation button bar or click on **Modules** and select *Updater*.

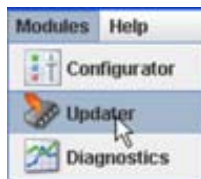



Image 8-1  
Start Updater module

## 8.2 Update a Digital cinema projector

### How to update

1. Select the device to update in the device preview pane.
2. Click the **Update** icon () in the menu bar.  
Device ID, serial number and communication info is given.
3. Click on **Update now** to start up the update wizard (1). (image 8-2)
4. To select the update folder, click on the folder icon (3) to open the browse dialog box and browse to the directory where the update package is stored. Click on **Open**.

## 8. Update module

---

5. Browse to the to the directory where the update package is stored.

The available packages for the connected projector are listed.

- update package: use this package to upgrade the projector if the version info of the projector can be retrieved in a normal way.

6. Select the desired update (4) and click **Select** (5).

The package is loaded in the update window (6). If you want to see more information about the update, click on **More information ...** (7) to display the release info. (image 8-3)

Information will be retrieved from the projector. An overview will be displayed with the current software version next to the version in the update package. (image 8-4)

7. To continue updating, double click on the item that you want to upgrade. Multiple selection is possible by clicking on several items.

Click **Install the stage**. (image 8-5)

If you click **Next stage** while files are selected a message is displayed to warn that the files are not yet installed.

If you want to return to the current stage to install the files first, click **No**. Otherwise click **Yes**.

When **Install this stage** is pressed, a notification is given to turn off the lamp manually before starting the update. (image 8-6)

8. When the lamp is turned off, click **OK**.

An overview window is given. Click in **Install** to start the installation. (image 8-7)

9. Click **Install** to start the update.

A progress bar is displayed.

When finished, version information is retrieved for the next step.

10. If you want to update files in the second stage, double click on the desired files and click **OK**. (image 8-8)

A notification is given to turn off the lamp manually before starting.

To skip this step, click **Next step**.

To return to the previous step, click **Previous step**.

If OK is pressed, the update starts. A message will be displayed to reboot the projector.

Reboot the projector and click then **OK**.

When finished, version information is retrieved for the next step.

11. If an update is needed of any of the applications, double click on the files that need an update and click **OK** to start the update. (image 8-9)

A notification is given to turn off the lamp manually before starting the update.

To return to the previous step, click **Previous step**.

When finished, version information is retrieved for the next step.

12. If an update is needed of any of the applications, double click on the files that need an update and click **OK** to start the update. (image 8-10)

To return to the previous step, click **Previous step**.

The update will be finalized.

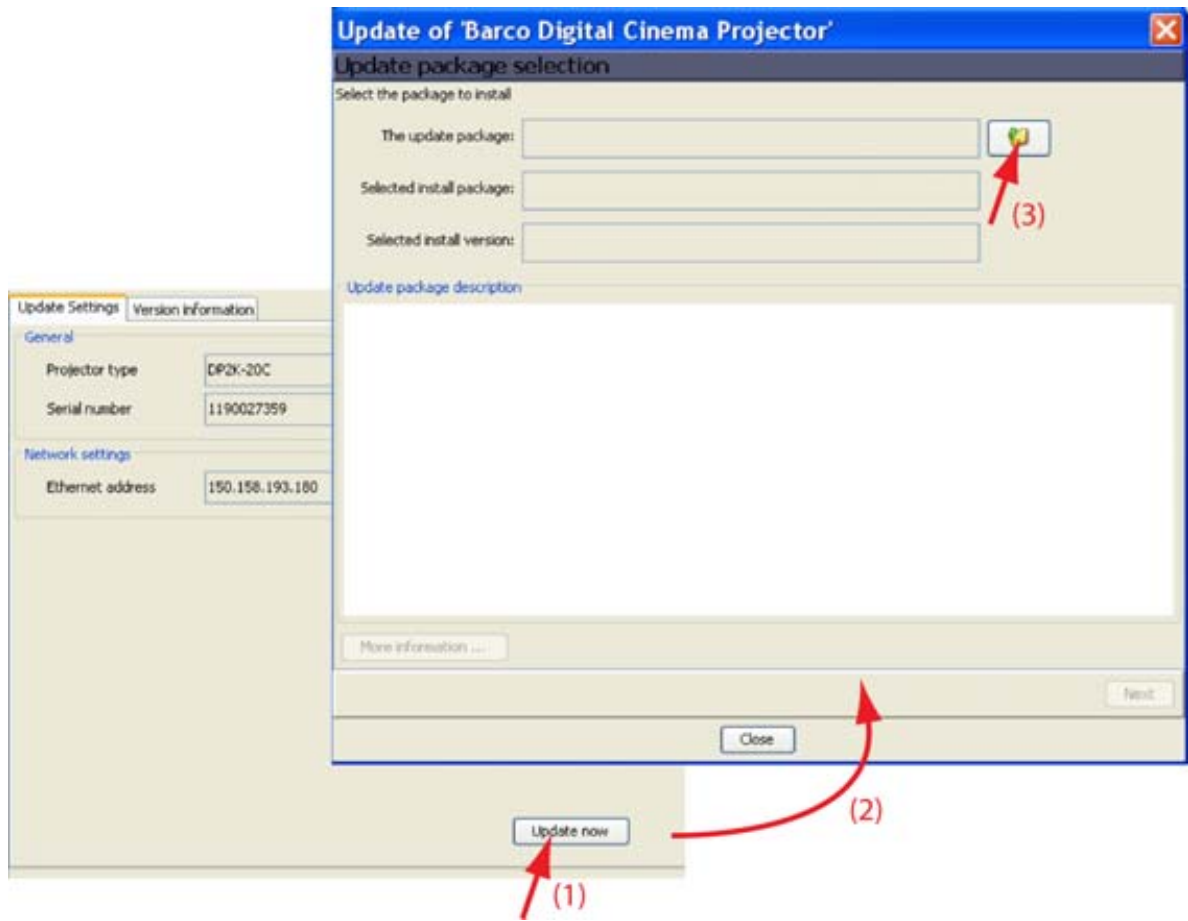


Image 8-2

8. Update module

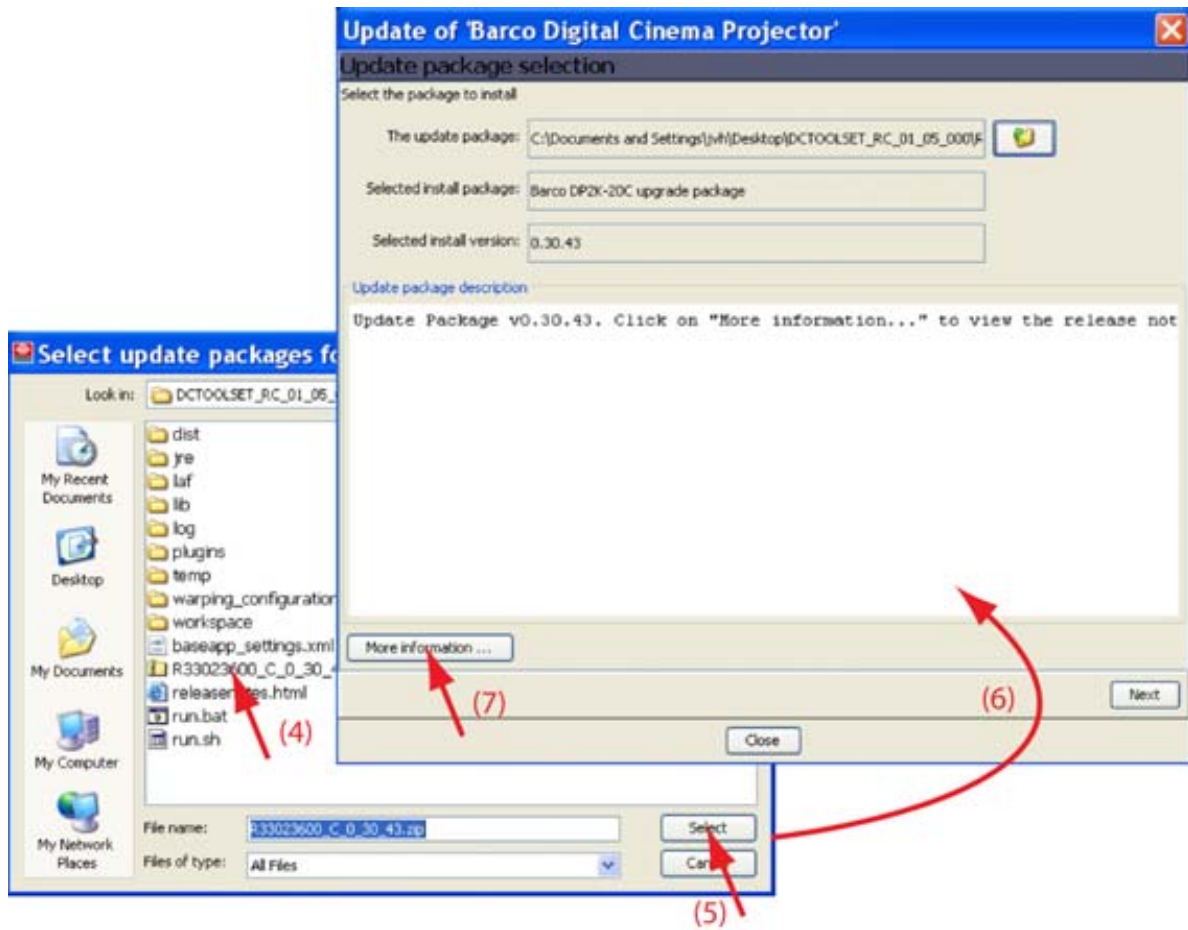


Image 8-3



Image 8-4  
More information



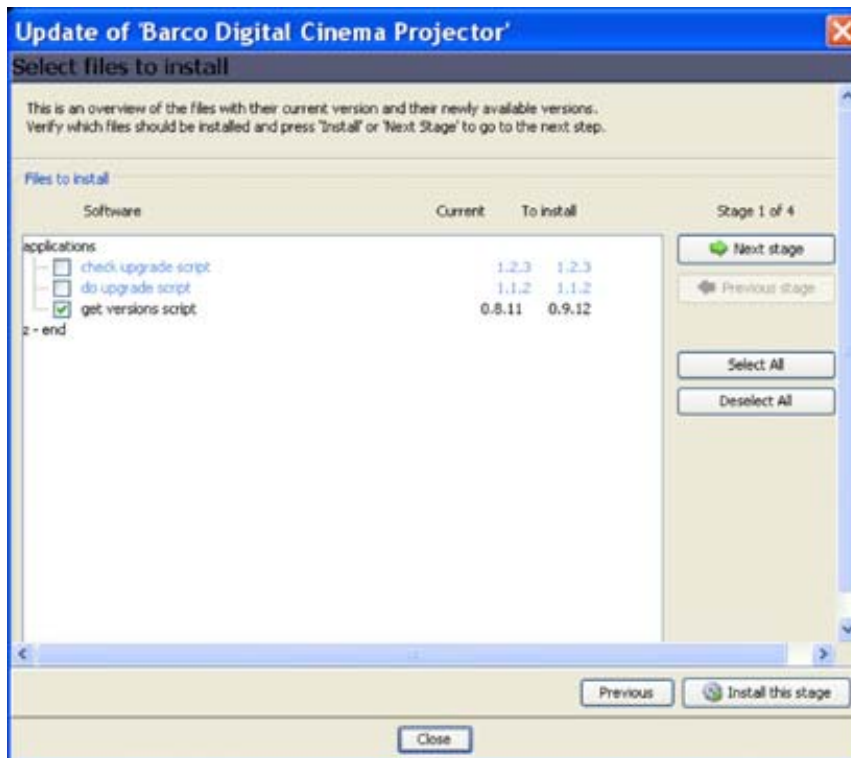
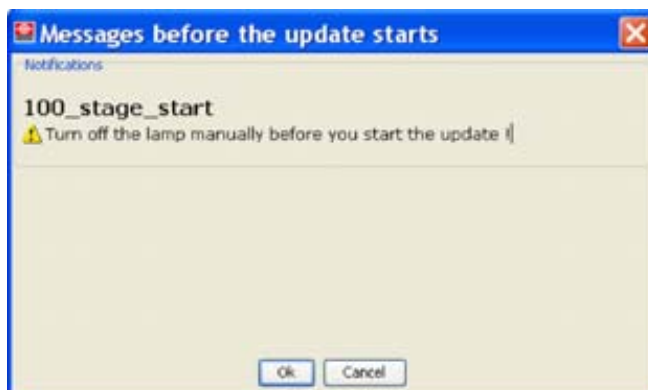


Image 8-5

Image 8-6  
Notification

## 8. Update module

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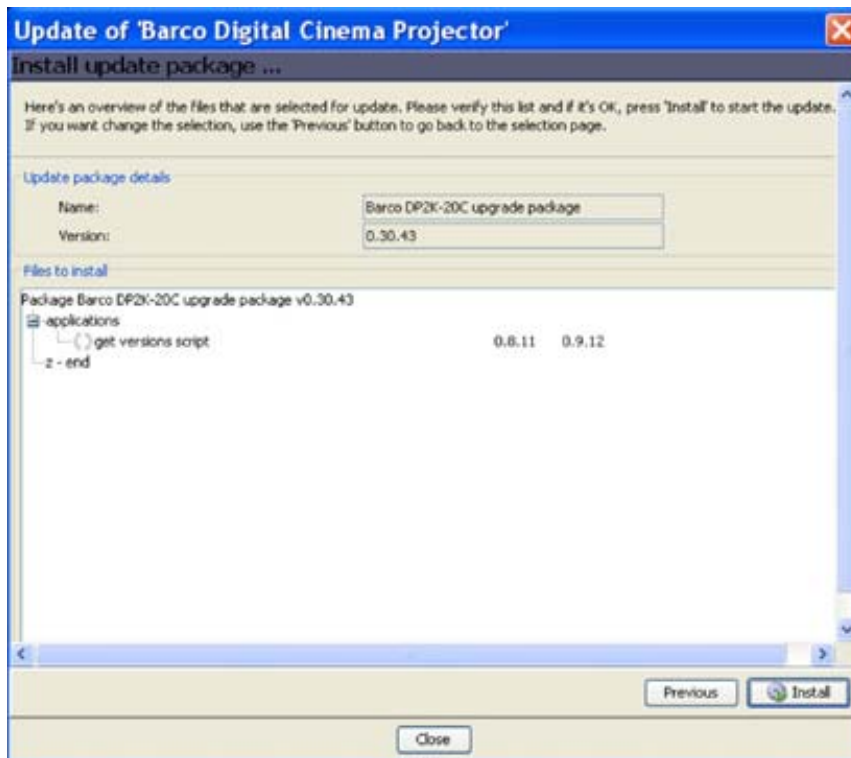


Image 8-7  
Overview window

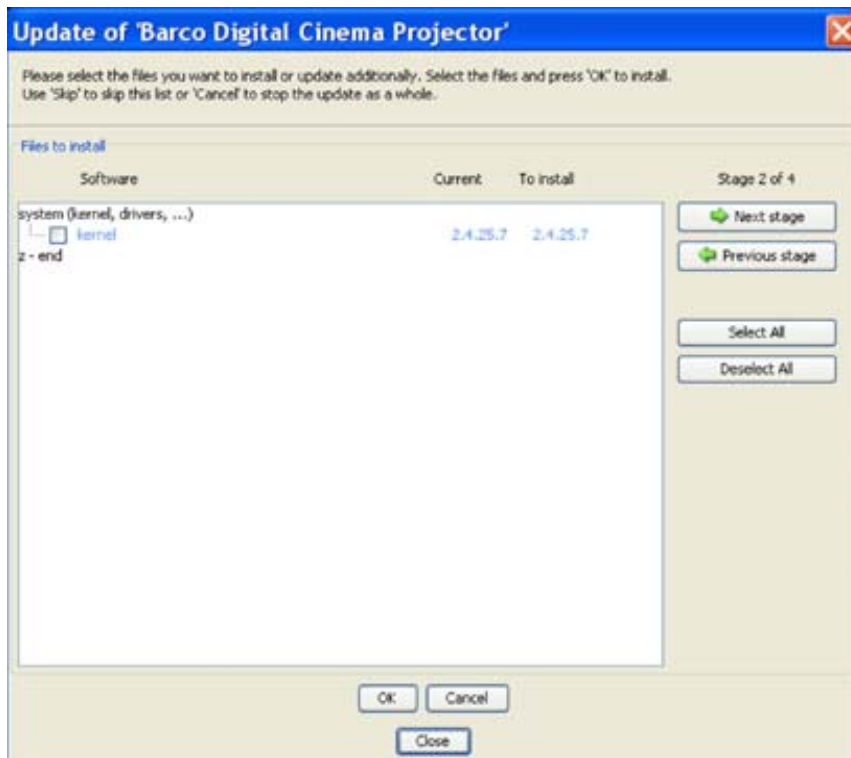


Image 8-8  
Update stage 2

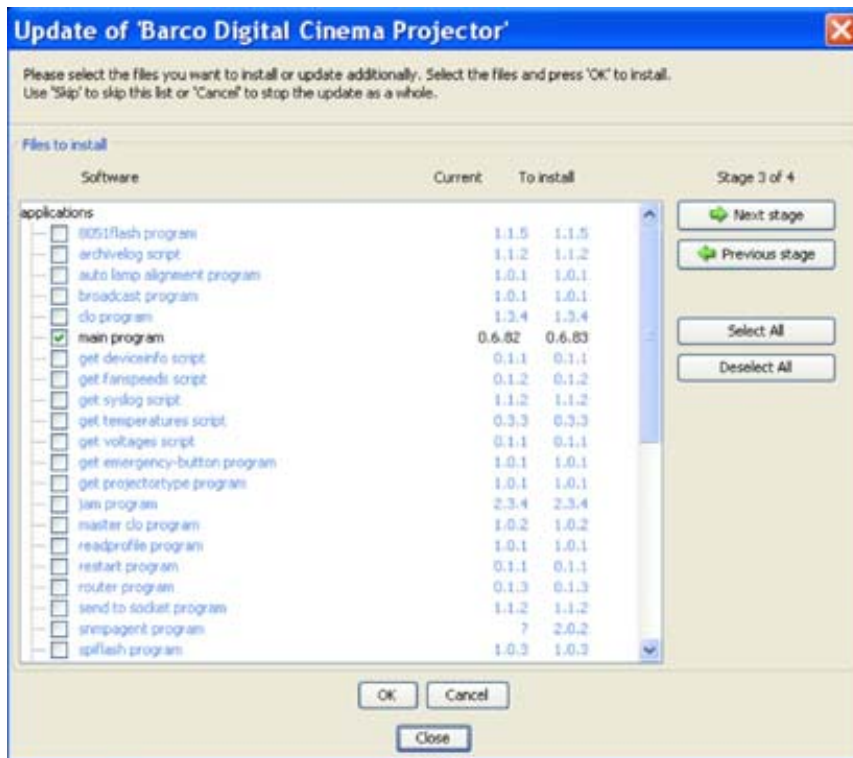


Image 8-9  
Update stage 3

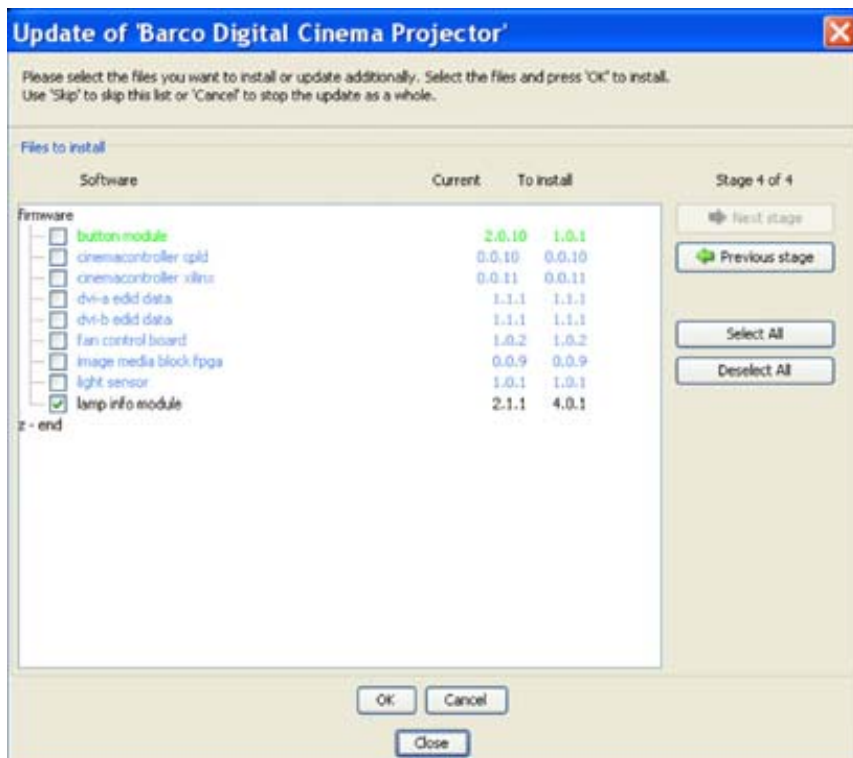


Image 8-10  
Update stage 4

## 8.3 Updating a touch panel

---

### How to update

1. Click on **Update**.

Device ID, serial number and communication info is given.

2. Click on **Update now** to start up the update wizard. (image 8-11)

3. If the indicated folder (a) is not the location where the update package is stored, click on ... (b) to open the browse dialog box and browse to the directory where the update package is stored. Click on **Open**.

The available packages are listed.

- update package: use this package to upgrade the projector if the version info of the projector can be retrieved in a normal way.

4. Select the desired update (c) and click **Next** (e).

If you want to see more information about the update, click on **More information ...** (d) to display the release info.

Information will be retrieved from the projector. An overview will be displayed with the current software version next to the version in the update package.

5. Double click on the item that you want to upgrade. Multiple selection is possible by clicking on several items.

Click **Next** to continue.

An overview with the selected items will be displayed.

6. Click **Install** to start the update.

The connection will be prepared. A progress bar is displayed on the device pictograph in the preview pane.

The update window can now be closed. A new update of another device can be started.

To get an overview of the update status of a previous started update, double click on the pictograph of that device. The update status is displayed in the properties pane.

When the installation is finished, an info window is displayed.

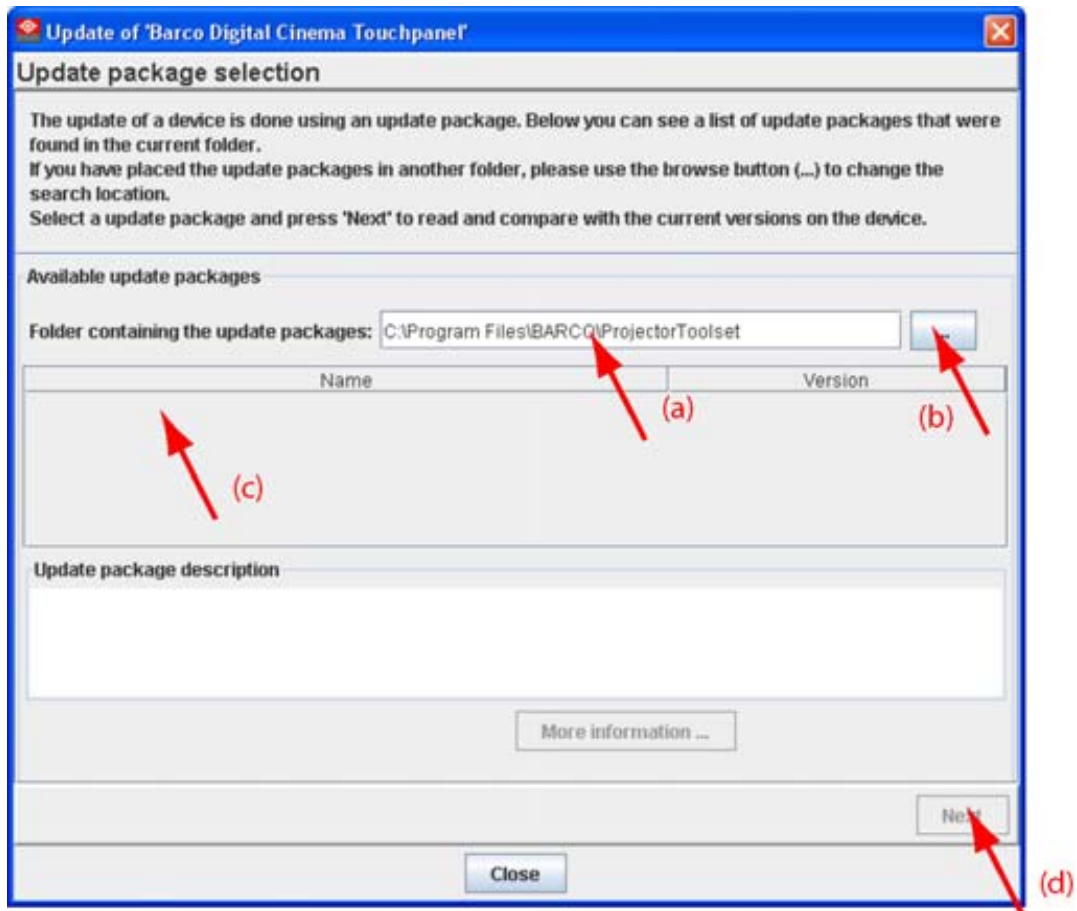


Image 8-11  
Update wizard

## 8.4 Version info

### To get version info

1. Click on the **Version info** tab.
2. Click on the **Refresh info** button.

Version info will be retrieved from the device and displayed in an overview window. (image 8-12)

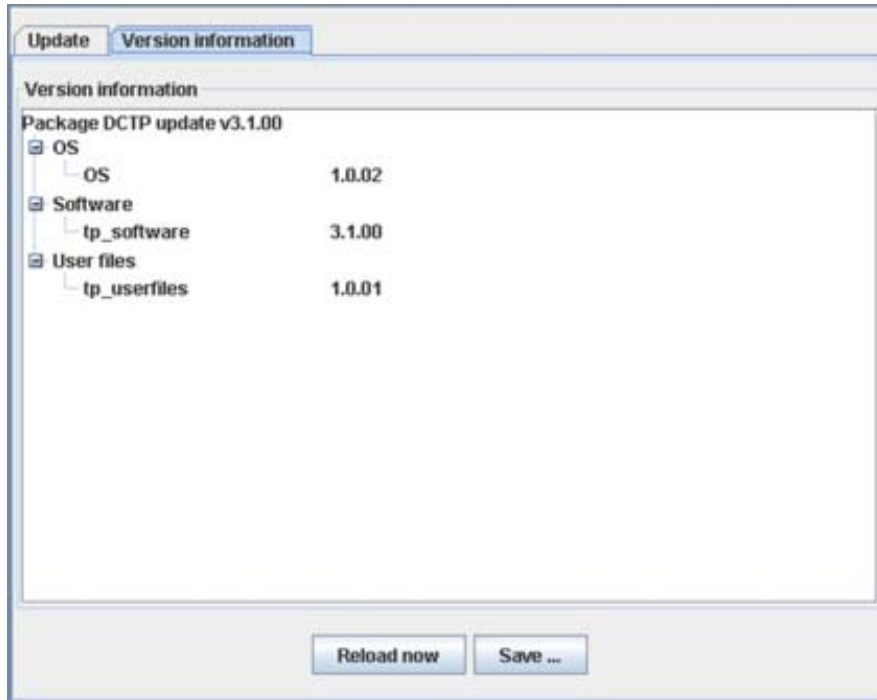


Image 8-12  
Version info

### Save the version info

1. Click first **Reload now** to have the latest info.
2. Click on **Save ...**  
A browse window opens.
3. Browse to the desired location, enter a file name and click on **Save**.

# 9. DIAGNOSTIC MODULE


## Overview

- Diagnostic start up
- Diagnostic for Touch panel
- Diagnostic for DP projectors

## 9.1 Diagnostic start up

---

### Start up

To start up the Diagnostics, click on the diagnostics icon () on the navigation button bar or click on **Modules** and select *Diagnostics*.

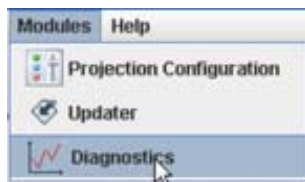


Image 9-1  
Start Diagnostics module

## 9.2 Diagnostic for Touch panel

---

### Overview

Actual diagnostics is not supported for Digital Cinema Touch panels.

## 9.3 Diagnostic for DP projectors

### Overview

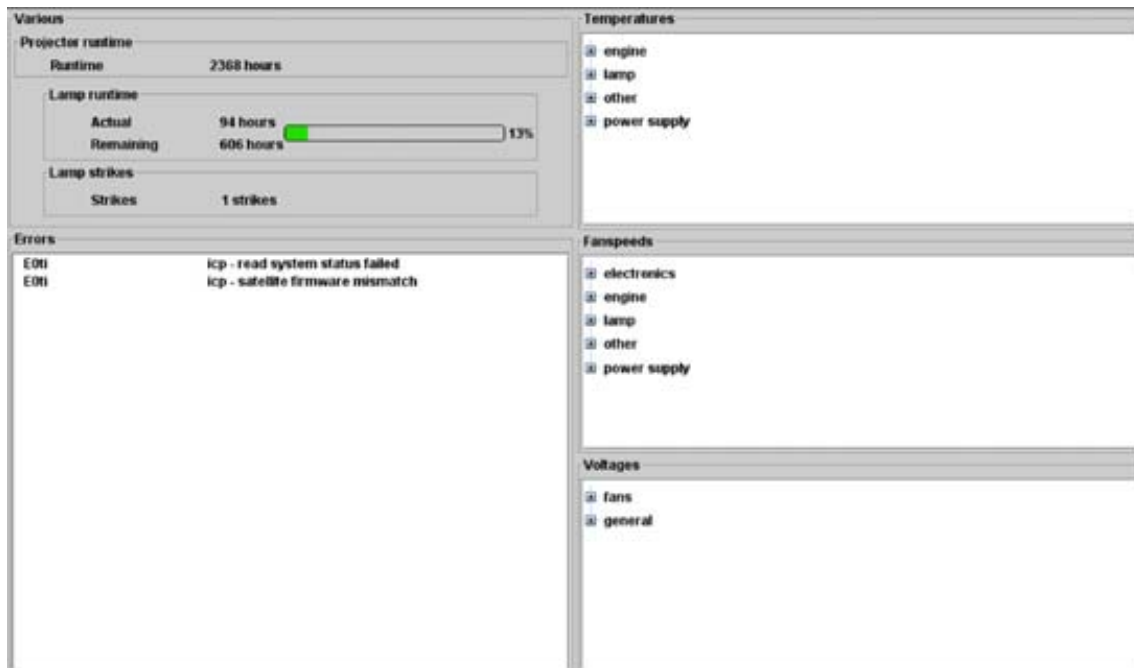


Image 9-2  
Diagnostic overview

### Various information

This part gives information about:

- the projector run time since its first start up.
- Lamp run time, actual run time and remaining run time, expressed in digits, percentage and slide bar.
- number of lamp strikes since lamp was built in.

### Error

Overview of possible errors.

### Temperatures

Overview of measured temperatures.

Click on the + sign to expand an item and to display the minimum and maximum value for that item.

### Fan speeds

Overview of measured fan speeds.

Click on the + sign to expand an item and to display the minimum value.

### Voltages

Overview of measured voltages.

Click on the + sign to expand an item.



## A. RECOVERY A PROJECTOR WITH SPECIAL PLUG-IN

### When can it be used?

When something happens during the update process and the control software is damaged, use the recovery procedure to recover the projector.

When the control software gets corrupt during normal operation, recover the projector via the recovering procedure.



**Do not use this recovery procedure if it is not really necessary !**

### A.1 Recovery preparations

#### Overview

1. Start up *DC Toolset*.
2. Create a new configuration with *File* → *New* → *Configuration*. (image A-1)
3. Enter a name for the configuration and click **OK**. (image A-2)
4. Add projector to be upgraded to the configuration as follow:
  - a) Click **Configuration** → *Add* → *Digital Cinema* → *Barco Digital Cinema projector*.
  - b) Click on **Connect**.
  - c) Enter the IP address (if known) or click on **Device scan** and select the corresponding projector out of the list. Make sure that your computer has an IP address within the same range of the projector to recover. (image A-3)

Error, *Failed to make connection*, and warning, *Projector is NOT a digital cinema projector*, message are displayed. Click **OK** on both to continue.
5. Click on **Modules** → *Updater* or click on the updater icon. (image A-4)

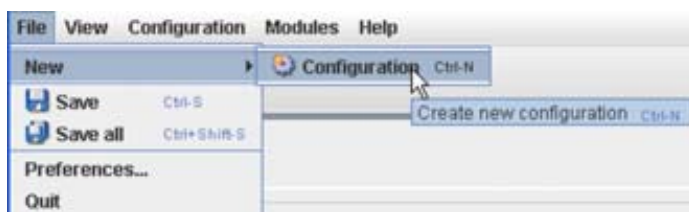


Image A-1  
Create new configuration

## A. Recovery a projector with special plug-in

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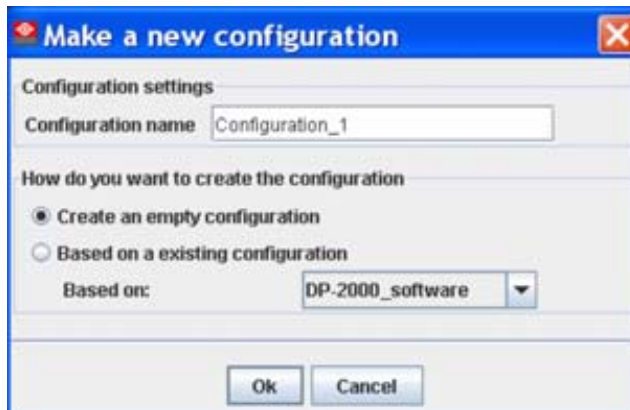


Image A-2  
Create configuration



Image A-3  
Add digital cinema projector

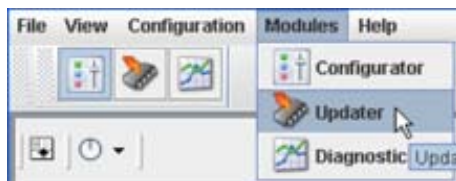


Image A-4  
Start updater

## A.2 Recovery procedure

---

### What should be done?

The recovery of the software is done in different steps:

1. Recovery of the main software called *dp80*.
2. Reboot of the projector.
3. Updating all other software with intermediate reboot if necessary.



**CAUTION:** Do not use the recovery code for a normal upgrade of a projector (normal conditions) ! It may damage the projector.

---

### Recovery of the main software

1. Before pressing **Update now**, press **ALT + SHIFT + T** at the same time followed by **0 1 2** (usual keyboard, not numeric keyboard and without looking to the position of the digit on the button, upper row or lower row).

If the code is entered correctly, the *Projector Toolset Settings* dialog opens otherwise retry this step.

2. Disable *Check device type before update* (both items must be disabled). (image A-5)
3. Click **OK** to close the dialog.
4. Click **Update now**.

An update dialog window opens with the message that the projector is from an unknown type. (image A-6)

5. Click on the combo box and select the correct projector type.  
Click **OK** to continue.

The *Update package selection* window opens. (image A-7)

6. Select the correct package and click **Next**.

**Note:** Using a wrong package can damage the projector completely.

Version information is collected. This operation can take while. (image A-8)

7. If something is checked, uncheck these items (double click to uncheck) and click on **Next stage**.
8. Uncheck all items by double clicking on the checked items except for item *dp80*. Click **Next**. (image A-9)  
An overview is given of the software to be installed.

9. Click **Install**.

The selected software will be installed on the projector. This can take a few minutes. Wait until it is finished.

When finished, a reboot message is displayed. Reboot the projector.

10. When the projector is rebooted, click OK. The installation continues and when *Installation OK* is displayed.

Continue now with the update of all other software.



Image A-5  
Projector Toolset settings

## A. Recovery a projector with special plug-in

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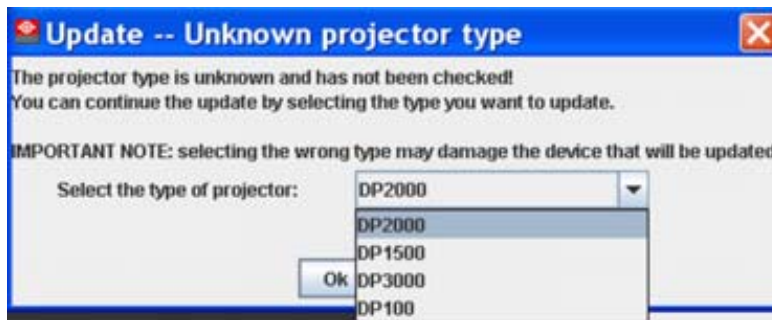


Image A-6  
Unknown projector type

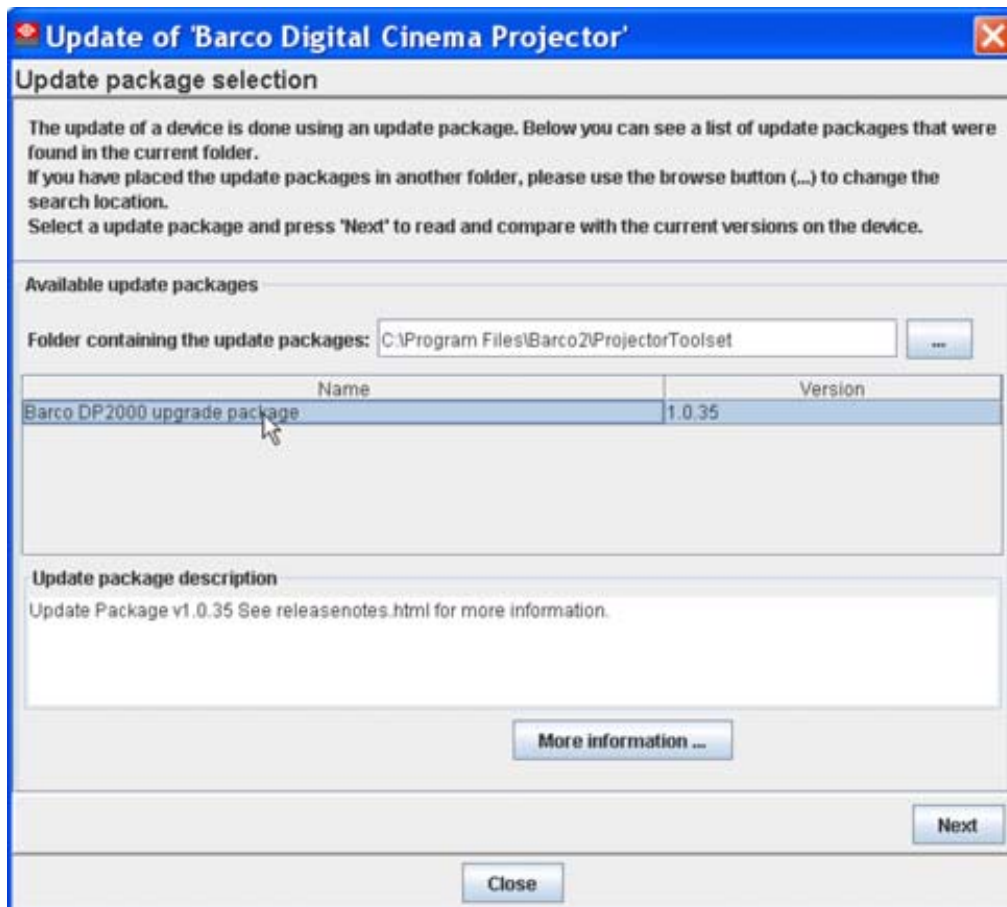


Image A-7  
Package selection

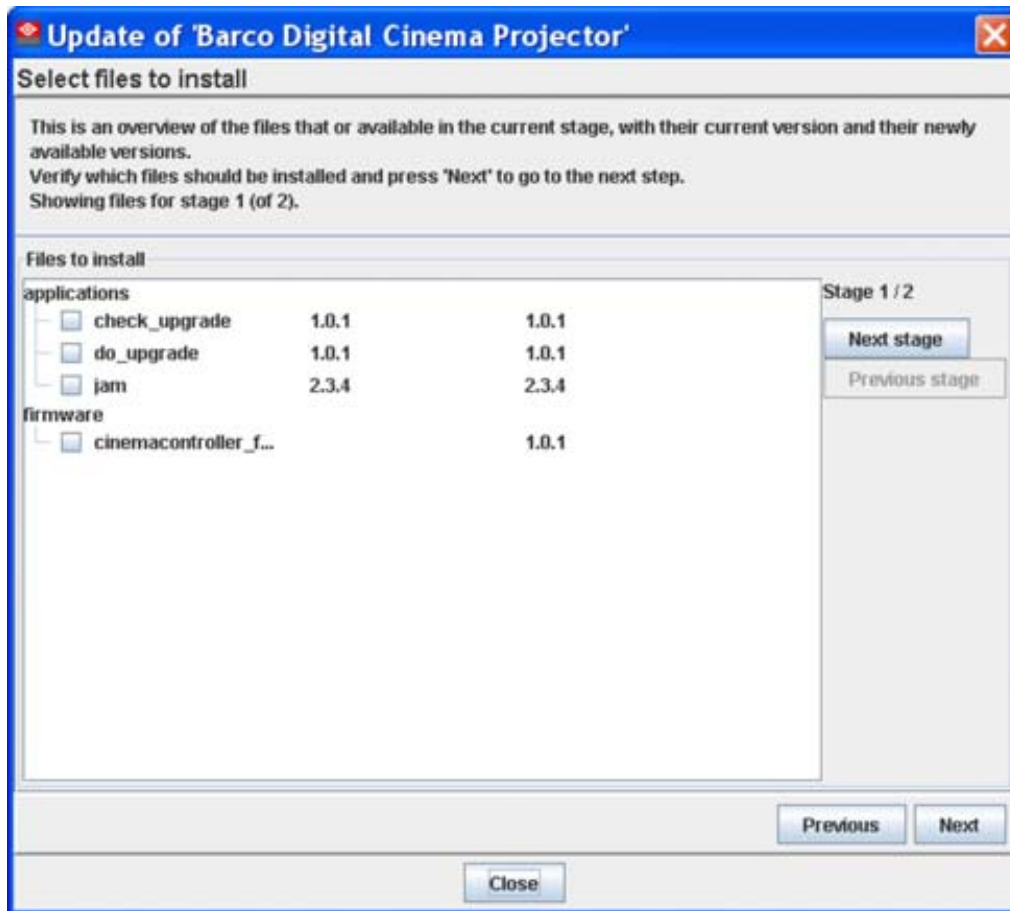


Image A-8  
Collect version information

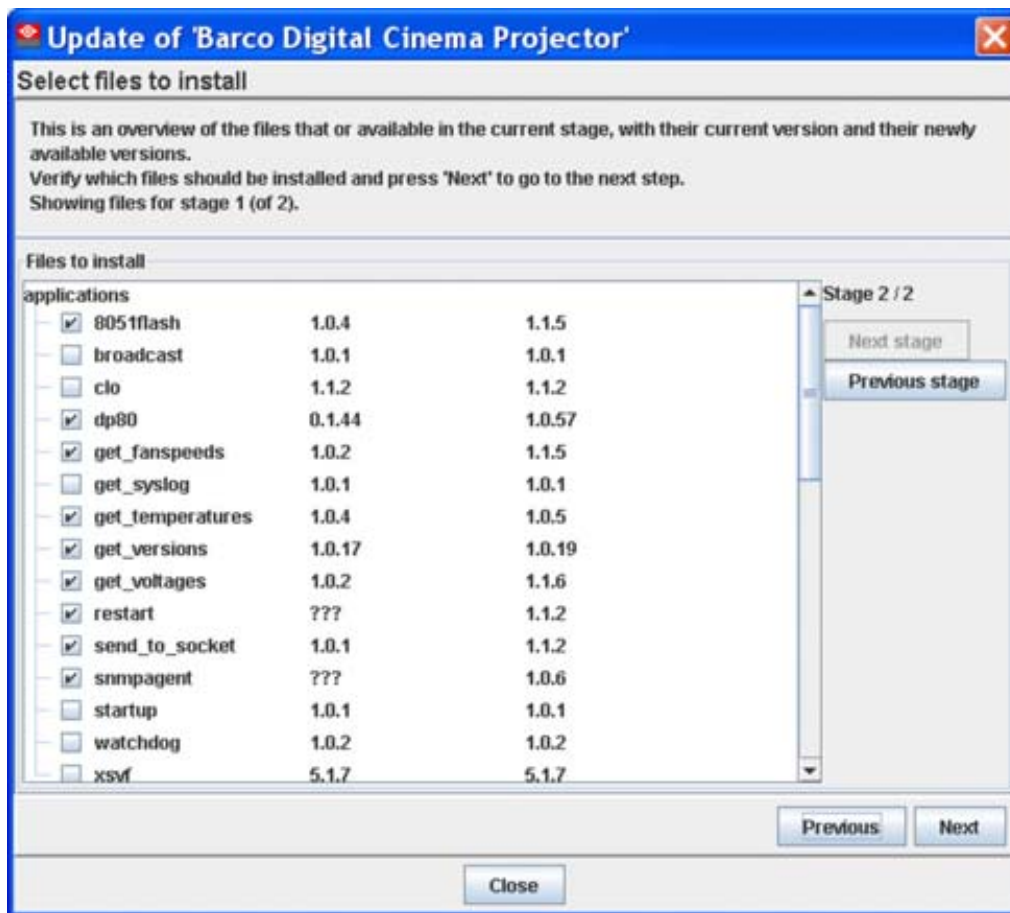


Image A-9  
Uncheck all items except dp80

## Update all other software

1. Click again on **Update now**.

The update dialog window opens again with the message that the projector is from an unknown type (image A-6).

2. Click on the combo box and select the correct projector type.  
Click **OK** to continue.

The *Update package selection* window opens (image A-7).

3. Select the package and click **Next**.

Version information is collected again. All not updated software is checked.

4. Click **Next** to display the update overview.

5. Click **Install**.

The versions on the first page are installed. A reboot of the projector will be necessary. When the reboot is done, click **OK** on the displayed reboot message, the installation continues. When finished, an extra selection window opens with additional updates. (image A-10)

6. Click **OK** to install these extra update.

A reboot is necessary. When the reboot is finished, click **OK** to continue. When the installation is finished, an *Installation OK* message is displayed.

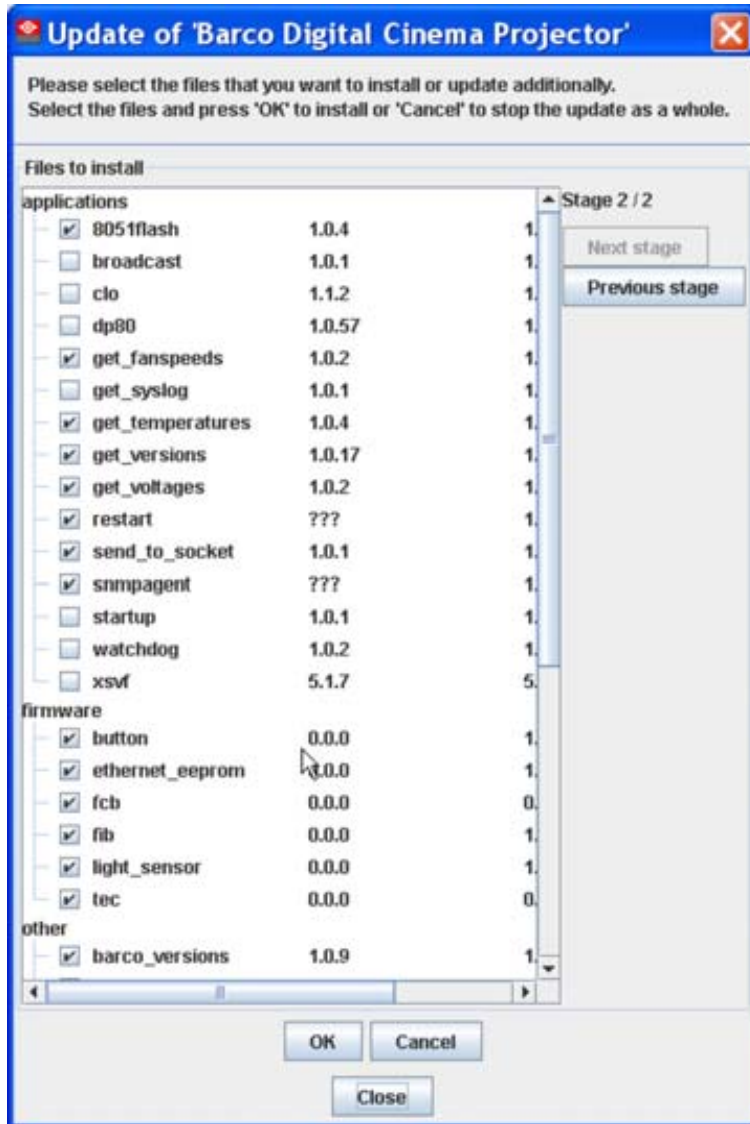


Image A-10  
Additional updates



To check if the everything is updated, redo the procedure and check if there are still items checked in the lists. When there are still items checked, continue with the update procedure.